British Columbia Game Farm Procedures Manual

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The industry continues to encounter many "challenges" and a great deal of controversy. Dealing with such a diverse group of concerned agencies has also been a major challenge. Nevertheless, this manual is the result of a collective consultation process and I wish to thank the various agencies for their commitment and input into the "management" of this new industry.

The following agencies have been instrumental in the operation and development of this emerging industry.

Agriculture Canada
British Columbia Fallow Deer Association
B.C. Federation of Agriculture
B.C. Veterinary Association
B.C. Wildlife Federation
Ministry of Agriculture, Fisheries and Food
Ministry of Lands and Parks
Ministry of Environment
Ministry of Health
Ministry of Native Affairs
Peace Country Bison Association
Peace Country Reindeer Association
Society for the Prevention of Cruelty to Animals

Dan Ireland, P. Ag.
Game Farm Coordinator

November 1, 1991

PREFACE

This manual has been developed, through extensive consultation with the game farm industry, to outline the legal requirements and provide a "guide" for current licensees and those interested in becoming game farmers. It details the Ministry of Agriculture, Fisheries and Food's (BCMAFF) licensing process, terms, conditions and requirements pursuant to the Game Farm Act (S.B.C. 1990 - Chapter 48).

Producers already licensed will benefit from the detailed explanations regarding industry operation, records management, licence requirements, and animal identification. "Forms" or "Appendices" pertinent to each particular topic are attached at the end of each section. Game Farm "pictorials" are indicated throughout the manual to denote comments specific to individual species. These pictorials are as follows:

Bison

Fallow Deer

Reindeer

A glossary and index are also provided to assist the reader.

Several changes have been made to the previous policies as a result of constructive dialogue with the industry. The regulations and policies reflect positive steps taken by the producer groups to "farm" both with agricultural and environmental concerns high on their list of priorities.

Where the masculine gender is used, the feminine is also implied.

INTRODUCTION

Game farming in British Columbia is a development opportunity in the agri-food business. It is relatively new, which means that production and marketing systems must be in place to ensure consumers get the highest quality food products.

The government of British Columbia conditionally approved game farming of fallow deer and plains bison in May 1987. Subsequently, reindeer was conditionally approved in February 1988 for the Peace River Region. The BCMAFF, in conjunction with the Ministry of Environment (MOE), administers appropriate legislation to minimize the risks of disease, illegal trade of wildlife and domestic livestock and to foster the industry's development. British Columbia's approach to game farming satisfies consumer demand while minimizing the impact upon wildlife. Through regulations and licence requirements, the farming of game animals is strictly controlled.

As this industry is new and faces many "challenges" it is strongly urged that individuals prepare an economic viability analysis for their specific situation prior to investing extensive time and capital. Assistance can be provided by qualified financial analysts with the BCMAFF. Please take the necessary time to contact these people.

British Columbia Game Farm Advisory Council

The British Columbia Game Farm Advisory Council (BCGFAC) was established by government to ensure that game farming operations are implemented in technically, environmentally and humanely sound ways for the benefit of the industry. The Council is represented by the B.C. Wildlife Federation, the B.C. Federation of Agriculture, the Society for the Prevention of Cruelty to Animals (S.P.C.A.), British Columbia Game Farm Association (collectively), and the Ministries of Environment and Agriculture, Fisheries and Food.

Issues that the Council typically deal with involve:

- handling and holding systems;
- animal care and humane methods and practices for the removal of antlers (both velvet and hard);
- standards and regulations for the industry;
- species distribution in the province, considering sensitive ecological areas; and
- requesting professional technical advice from academic experts in the field of animal husbandry, veterinary medicine and biology.

The Council normally meets once each quarter, or as required for specific issues. Confidentiality on issues, or conduct of Council meetings is required where confidentiality has been requested in advance with a consensus. Any member may request confidentiality. In other circumstances the subject matter of Council meetings may be related freely by the member.

A Chairman is elected annually and the secretary is the Game Farm Coordinator for the BCMAFF.

Any questions or inquiries to the Council should be directed to the

Secretary/British Columbia Game Farm Advisory Council
c/o Game Farm Coordinator,
Ministry of Agriculture, Fisheries and Food,
808 Douglas Street,
Victoria, British Columbia,
V8W 2Z7.
Telephone: (604) 356-1672, fax: (604) 387-3522.

1. BRITISH COLUMBIA GAME FARM ACT & REGULATION

1.1 Game Farm Act

GAME FARM ACT

CHAPTER 48

Assented to July 27, 1990.

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Section

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Interpretation

1. In this Act

"game" means fallow deer, bison and reindeer;

"inspector" means an inspector appointed under this Act.

1990-48-1.

Licences

2. (1) Subject to the regulations, the minister may, on receiving an application in the prescribed form together with the prescribed fee, issue a licence or a renewal of a licence to a person to raise a type of game for agricultural purposes.

(2) A licence issued under this Act shall be effective on a date and for a term specified in the licence.

(3) The minister may exempt a person from paying the licence fee or renewal fee.

(4) Subject to the regulations, a licence may contain terms and conditions the minister determines, including specifying the type of game that may be raised, and the minister may set different terms and conditions for different licensees.

1990-48-2.

Inspectors

3. (1) The minister may appoint inspectors for the purposes of this Act.

(2) A licensee shall, at any reasonable time, allow an inspector to inspect all parts of his operation and all game in his possession and shall, on request, make available for inspection all records required to be maintained.

1990-48-3.

Suspension and cancellation of licence

4. (1) Where

(a) a person knowingly gave false information on an application for a licence,

(b) a licensee neglects or refuses to comply with a term or condition of the licence or a provision of this Act or the regulations, or

(c) the minister believes the licensee has done or failed to do something that the minister considers inconsistent with the responsibilities of a licensee,

the minister may, in writing, suspend or cancel the licence.

(2) Where a licence has been suspended, the minister may lift the suspension and may attach additional terms and conditions to the licence.

(3) Notice of suspension or cancellation of a licence shall be served personally on the licensee or sent by registered mail to the licensee's last known address and, in that case, shall be deemed to be received by the licensee 14 days after the day it is mailed.

1990-48-4.

Appeal of suspension or cancellation

5. (1) A licensee may, not more than 30 days after receiving a notice of suspension or cancellation, appeal the suspension or cancellation by sending to the minister a written notice of appeal, which notice must be received by the minister before the expiry of the 30 day period.

(2) The minister shall, not more than 30 days after receiving notice of the appeal, appoint an appeal board consisting of not more than 3 persons, one of whom shall be appointed chairman, to hear the appeal.

(3) An appeal board may confirm, reverse or vary the decision being appealed.

(4) The Lieutenant Governor in Council shall fix the remuneration to be received by a chairman and members for each day they are engaged in an appeal.

(5) The Lieutenant Governor in Council may establish the procedure to be followed on an appeal.

(6) The appellant or the minister may, by application to the Supreme Court made within 21 days after a decision of an appeal board is received, appeal the decision of the appeal board on a question of law or jurisdiction.

(7) An appeal from a decision of the Supreme Court lies to the Court of Appeal with leave of a justice of the Court of Appeal.

1990-48-5.

Game at large

6. Where game escapes from a farm being operated by a person who holds a valid licence issued under this Act, section 78 of the *Wildlife Act* does not apply to that game provided the licensee recaptures the game within a prescribed period after its escape.

1990-48-6.

Officials not liable

7. No action or other proceeding for damages lies against an inspector and the inspector's agents, officers, employees, representatives and persons acting on the inspector's behalf for loss or damage suffered by a person by reason of anything done or omitted to be done in good faith in the exercise or purported exercise of powers given by this Act.

1990-48-7.

Regulations

8. (1) The Lieutenant Governor in Council may make regulations.

(2) Without limiting subsection (1), the Lieutenant Governor in Council may make regulations,

(a) on the recommendation of the minister and the Minister of Environment, specifying regions of the Province in which a licence for a specified type of game shall not be issued,

(b) establishing terms and conditions to be complied with by licensees, and the Lieutenant Governor in Council may establish different terms and conditions for different licensees based on geographical area or the type of game the licensee is licensed to raise, or both,

(c) establishing records that must be maintained by licensees, and

(d) prescribing the period within which escaped game shall be recaptured under section 6, and may prescribe different periods for different types of game.

1990-48-8.

Offences

9. (1) Section 5 of the *Offence Act* does not apply to this Act.

(2) A person who wilfully obstructs an inspector in the exercise of his powers under this Act commits an offence.

(3) A person who possesses game without holding either a valid licence issued under this Act or a permit for that game issued under the *Wildlife Act* commits an offence.

1990-48-9.

Consequential Amendments

Agricultural Produce Grading Act

10. Section 1 of the *Agricultural Produce Grading Act*, R.S.B.C. 1979, c. 11, is amended

(a) by adding the following definition:
"game" means game as defined in the *Game Farm Act* that is being raised for agricultural purposes under a licence issued pursuant to that Act; , and

(b) in the definition of "livestock" by adding ", game" after "sheep".

1990-48-10.

Animal Disease Control Act

11. Section 1 of the *Animal Disease Control Act*, R.S.B.C. 1979, c. 242, is amended in the definition of "animal" by adding "reindeer," after "deer,".

1990-48-11.

Livestock Act

12. Section 1 of the *Livestock Act*, S.B.C. 1980, c. 24, is amended

(a) by adding the following definition:
"game" means game as defined in the *Game Farm Act* that is being raised for agricultural purposes under a licence issued pursuant to that Act; , and

(b) in the definition of "livestock" by striking out "sheep and swine" and substituting "sheep, swine and game".

1990-48-12.

13. Section 7 (1) is amended by adding the following paragraph:
(d) game on land other than land of the owner of the game.

1990-48-13.

Livestock Brand Act

14. Section 1 of the *Livestock Brand Act*, S.B.C. 1980, c. 25, is amended

(a) in the definition of "brand" by adding "and, in the case of game, means any permanent identification including a tattoo" at the end,

(b) by adding the following definition:
"game" means game as defined in the *Game Farm Act* that is being raised for agricultural purposes under a licence issued pursuant to that Act; , and

(c) in the definition of "livestock" by striking out "cattle and horses" and substituting "cattle, horses and game".

1990-48-14.

Livestock Public Sale Act

15. Section 1 of the *Livestock Public Sale Act*, R.S.B.C. 1979, c. 246, is amended

(a) by adding the following definition:
"game" means game as defined in the *Game Farm Act* that is being raised for agricultural purposes under a licence issued pursuant to that Act; , and

(b) in the definition of "livestock" by striking out "goats and swine" and substituting "goats, swine and game".

1990-48-15.

16. Section 10 (1) is amended by striking out "and" at the end of paragraph (g), by adding "; and" at the end of paragraph (h) and by adding the following paragraph:

(i) prohibiting the sale of a specified type of game at a public sale.

1990-48-16.

Meat Inspection Act

17. Section 1 of the *Meat Inspection Act*, R.S.B.C. 1979, c. 253, is amended in the definition of "animal" by adding "reindeer," after "deer,".

1990-48-17.

Wildlife Act

18. Section 34 (3) of the *Wildlife Act*, S.B.C. 1982, c. 57, is amended by adding "or the *Game Farm Act*" at the end.

1990-48-18.

Commencement

19. This Act comes into force by regulation of the Lieutenant Governor in Council.

1990-48-19.

1.2 Schedule – Game Farm Regulation

Interpretation

1. In this regulation

"Act" means the *Game Farm Act;*

"coordinator" means the game farm coordinator appointed by the minister under section 2;

"farm" means the land in respect of which the licensee holds a licence under the Act.

Game farm coordinator

2. The minster may appoint an employee of the Ministry of Agriculture, Fisheries and Food as the game farm coordinator.

Application for licence

3. (1) An application for a game farm licence must be in the form of Appendix 1.

(2) To qualify for a game farm licence, an applicant must be the lessee or registered owner of the land in respect of which the licence is being sought.

Control of game

4. A licensee must

(a) confine to the farm the game for which the game farm licence is held, or

(b) maintain custody, directly or though the agents or employees of the licensee, of any game being transported or exhibited outside of the farm.

Notification of escape, possible escape and recapture

5. (1) If game escapes for the farm or custody of a licensee and is not recaptured within 24 hours after that escape, the licensee must report the escape to an inspector within 36 hours after the discovery by the licensee of the escape.

(2) If a licensee becomes aware of information that suggests that game might have escaped from the farm or custody of the licensee, the licensee must

(a) complete an inventory of the herd of game for which the game farm licence is held within 24 hours, and

(b) report any shortages in the herd disclosed by that inventory to an inspector within 36 hours

after becoming aware of the information that suggested the possibility of an escape.

(3) A licensee must provide to the coordinator a written report of

(a) an escape to which subsection(1) applies, or

(b) a shortage to which subsection (2) applies

within 7 days after becoming aware of the escape or shortage.

Notification of recapture

6. A licensee that is required under section 5 (2) to make a report to the coordinator must provide to the coordinator a written report of the recapture of escaped game within 7 days after the recapture.

Game at large

7. (1) Subject to subsection (2), section 78 of the *Wildlife Act* applies to escaped game 30 days after the date on which notice of the escape or the possibility of an escape has, by any means, been brought to the attention of the coordinator.

(2) Section 78 of the *Wildlife Act* applies to escaped game immediately upon the minister determining, in the minister's sole discretion, that the escaped game does or might constitute a danger to

(a) property,

(b) the health or safety of any animal or natural person, or

(c) the genetic integrity of wildlife.

Shooting of game

8. (1) Subject to subsection (2), a licencee must not shoot or authorize the shooting of the licensee's game other than

(a) to end the suffering of the animal, or

(b) if the licensee is a natural person, to provide food for the licensee and the licensee's family.

(2) The licensee, or an agent or employee of the licensee who has been authorized by the licensee to do so, may shoot the licensee's game if

(a) the game is at large,

(b) the licensee has first obtained the written permission of the minister to do so, and

(c) the game is shot in such a way as to cause its death in a quick and humane manner.

Removal of antlers

9. A licensee must not remove, or cause to be removed, precalcified antlers from game without first administering to the game a nerve blocking agent

(a) of a type,

(b) in a dosage, and

(c) in a manner

recommended by a practising member of the British Columbia Veterinary Medical Association.

Movement of game

10. A licensee whose game farm has been suspended must not move game in or out of the farm without the prior approval of the minister.

Fees

11. (1) The fee

(a) for a game farm license is $200, and

(b) for a renewal of a game farm license is $100.

(2) Subject to the *Financial Administration Act*, the fee paid in respect of an application made under subsection (1) is not refundable unless the application is rejected, in which event the fee, less the sum of $25, must be repaid to the applicant.

APPENDIX 1

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
Game Farming

GAME FARM LICENCE APPLICATION

1. Applicant(s) name(s) (in full) _____
   Address _____
   _____ Phone No. _____
   (If applicant is a company, the full name and address(es) of the officers of the company must be listed. Use back of application form)
   Mailing Address (if different from above) _____
   Farm Location (if different from above) _____

2. Size of proposed game farm _____ hectares Private ☐ or Leasehold ☐
   (a) Exact legal description of game farm. Property tax folio number _____
   Parcel Identifier Number _____

   (b) Certified or notarized copy of land title attached, or ☐ (check if applicable)
   (c) Copy of current B.C. Assessment Authority notice attached ☐
   (d) Certified or notarized copy of leasehold agreement attached ☐

3. DEVELOPMENT PLAN: In this section, please describe your proposal thoroughly.
   (a) Species of game farm animals to be raised _____ Herd size _____
   (b) Fencing Type _____ Mfg. _____ Height _____ feet/or _____ metres
   (c) Facilities drawing: Sketch on back of form or on a separate sheet, description and approximate dimensions of the proposed farm, paddocks, retention facilities and any geographical landmarks (e.g., lakes, creeks, hills, etc.)
   (d) Breeding stock source: Name/Address _____
   B.C. Game Farm Licence No. (if applicable) _____

4. If you wish to provide additional information (e.g., related experience) or request specific information, please do so by including it on a separate sheet and attaching it to this application.

5. Remit prescribed application fee.

I/we recognize that this application does not imply approval for the issuance of a Game Farm Licence. I/we also authorize the Ministry of Agriculture, Fisheries and Food to obtain further information as necessary.

Signature(s) _____ Date _____

Title(s) _____

Send to:
Ministry of Agriculture, Fisheries and Food*
Game Farm Department
808 Douglas Street
Victoria, B.C. V8W 2Z7

*(or local agriculture office)

FOR OFFICE USE ONLY
Licence Fee _____ Received _____
B.C.A.A. Confirmation _____
_____
Facilities Sketch _____
Comment _____
_____
_____
_____
_____
Approval _____ Date _____

1.3 Consequential Amendments - Interpretation

The Game Farm Act legislation utilizes various other provincial statutes to enable operation of the industry. In effect, the Game Farm Act "piggybacks" existing legislation of the Ministries of Agriculture, Fisheries and Food, Attorney General, Environment, and Health. The extent to which game farming is affected by other acts is outlined in the Consequential Amendments of the Game Farm Act.

This section is devoted to outlining the game farm requirements which are affected (or may be affected) by other legislation. Provincial legislation which has effect on game farming in British Columbia is:

MINISTRY	LEGISLATION
Agriculture, Fisheries and Food	Agricultural Produce Grading Act
	Animal Disease Control Act
	Livestock Act
	Livestock Brand Act
	Livestock Public Sale Act
Attorney General	Offence Act
Environment	Wildlife Act
Health	Meat Inspection Act
	Health Act

1.3.1 Agriculture, Fisheries and Food

1.3.1.1 Agricultural Produce Grading Act

Allows for the establishment of grading and quality standards of all products grown, slaughtered, produced, kept, sold or offered for sale or for consumption in the Province.

1.3.1.2 Animal Disease Control Act

Allows for the control of animals infected or thought to be infected by infectious or contagious diseases and the establishing of criteria necessary to prevent health risks to the Province.

1.3.1.3 Livestock Act

Allows for the control and capture of animals at large. Additionally, allows for the establishing of facilities and the control of artificial insemination.

1.3.1.4 Livestock Brand Act

Allows for the administration of identification ("eartag") and record keeping systems necessary for animal control. Collection of fees necessary for animal identification is authorized in this Act.

The Act regulates transportation and slaughter of animals in addition to licensing "livestock dealers." (*Note:* a livestock dealer is "any person who, directly or as an agent, buys or sells livestock or has livestock in his possession for sale but does not include a person who resides in the Province and who transacts business that arises directly from his ranching or farming operation." A dealer's licence is required if the animals bought, sold or brokered are not produced on the licensee's operation.)

The Act allows for the seizure of animals thought to be kept, driven, removed or shipped contrary to the Act or another enactment of the Province or of Canada or when not satisfied about the ownership.

1.3.1.5 Livestock Public Sale Act

Allows for the establishing of criteria necessary to prohibit or facilitate sale of animals at public facilities.

Conditions may be established regarding facility construction or humane handling practices not formally established for game animals.

1.3.2 Attorney General

1.3.2.1 Offence Act

Enforces penalties for infractions under the Game Farm Act up to $2,000 and up to six months imprisonment or both upon conviction.

Section 5 (Offence Act) states "if you violate an enactment you commit an offence." This has been exempted [with the exceptions of Section 9(2) and Section 9(3) - Game Farm Act] so corrective steps can be made prior to actually committing an offence. The licence would be suspended in most cases of violation [except Section 9(2) and Section 9(3)] and the corrective action(s) would be identified in writing.

Note: should the infraction relate to the Wildlife Act, the penalties are up to $10,000 and six months imprisonment or both upon conviction.

1.3.3 Environment

1.3.3.1 Wildlife Act

Game farm animals are designated as wildlife under the Wildlife Act where they exist in the "wild" in the province and/or when at large after a prescribed period. The prescribed period for game farm animals is established between the Ministry of Agriculture, Fisheries and Food and the Ministry of Environment. This period is 30 days unless extenuating circumstances exist e.g., risk of disease, genetic contamination, human safety, public or private property damage, etc.

The Wildlife Act provides for, in some instances, possession of wild game farm animals as outlined in the Ministry of Environment's Captive Wildlife Policy.

1.3.4 Health

1.3.4.1 Meat Inspection Acts - Federal and Provincial

Federal - establishes standards for ante and post mortem inspection of animals. Plants are required to meet international/export standards for meat quality and operation/construction requirements.

Provincial - establishes standards for ante and post mortem inspection of animals. Plants are required to meet intraprovincial standards for meat quality and operation/construction requirements.

1.3.4.2 Health Act - Section 122

Requires approval of the Local Board of Health for "offensive trades" such as the slaughtering of animals.

1.3.4.3 Slaughterhouse Regulations

Establishes criteria for the construction and operation of slaughter houses located in areas not prescribed as "meat inspection areas" under the *Meat Inspection Act*.

Note: It is the *responsibility of a Game Farm licensee* to be knowledgeable of the above Acts and Regulations and how the specific legislation impacts their operation.

2. GAME FARM LICENCE

2.1 Licensee Responsibilities

There are several conditions that a game farmer must adhere to when making application for a Game Farm licence and operating the game farm. The standards and conditions that the farm must maintain and the liabilities and responsibilities as a game farmer are specified in this manual. Violation of a licence condition may result in licence suspension or cancellation.

Some of the conditions and responsibilities are:

- prohibited hunting of game farm animals;
- ensuring game farm animals do not escape from the approved facilities by maintaining fences and facilities in accordance with policy requirements;
- take all necessary steps to prevent game farm animals from coming into contact with wild ungulates, for example, by:
  - (i) maintaining inspected fences and facilities; and
  - (ii) immediate removal of wildlife "attractants" e.g., mortalities;
- responsibility for the welfare of the game farm animals; for example, by providing water, feed, health, shelter as required, etc.;
- liability for any and all damage to Crown Land, equipment and facilities, as well as damage to private property, resulting from the capture and transportation of escaped game farm animals by the licensee and/or his agents;
- game animals must be slaughtered at federally or provincially inspected abattoirs or alternately, non-inspected abattoirs or farm slaughter as specified in the Procedures Manual;
- fences and facilities are to be constructed and maintained in accordance with the Procedures Manual;
- the game farm licence is not transferable or assignable;
- a licensee shall ensure that stocking densities for *cervids* do not exceed levels which result in poor animal welfare. Without limiting the above, stocking densities on game farms must not exceed 25 adult animals per hectare (10/acre);
- a licensee shall ensure that dehorning, antler removal, castration and other game animal handling and husbandry procedures are conducted in a humane manner by experienced individuals using proper equipment and accepted techniques.

2.1.1 Fences & Facilities

It is the responsibility of the licensee to ensure that the animals are contained at all times. All perimeter fencing should be constructed bearing this in mind.

Note: Inspection of fences is restricted to the perimeter fences only. Furthermore, fence and facility requirements are only *minimum* standards. The licensee should ensure that standards acceptable to his specific operation and location are implemented e.g., terrain, climate (snowpack), etc.

This manual contains appendices and fact sheets on the requirements, construction and approximate installed costs of deer perimeter fencing. These should be referred to when drafting your development plan. Refer to Appendices 2.3.1 2.3.2, 2.3.3 and 2.3.4.

2.1.2 Licence Process

To farm game in British Columbia you must have a valid GAME FARM LICENCE. To broker game or game products in British Columbia, you must have a valid LIVESTOCK DEALER'S LICENCE.

2.1.3 Eligibility

To be eligible for a game farm licence, applicants must meet the following criteria:

1. Be an adult resident of British Columbia, or a corporation registered in British Columbia; and

2. Own or have a leasehold interest in privately owned land which forms the game farm land base and does not conflict with any land use mandates (e.g., municipal zoning).

2.1.4 Restrictions

1. Game farms are licensed only on private land - CROWN LAND is ineligible.
2. Game ranching is not authorized in British Columbia.
3. Licences are not issued for the following areas of the province:
   (a) Queen Charlotte Islands;
   (b) Plains Bison north of 57 degrees latitude; and
   (c) Reindeer in British Columbia excluding the Peace River Region.
4. Game farm licences are not transferable or assignable.

2.1.5 Application

To obtain a game farm licence, the following process should be followed:

1. Carefully read this manual to ensure you fully understand the *minimum standards and requirements*;
2. Obtain a Licence Application (see Appendix 2.3.5) from the nearest BCMAFF District Office OR request an application from the Game Farm Department, Victoria;
3. Complete the application form (see next section);
4. Submit your application along with the $200 prescribed application fee to the Ministry of Agriculture, Fisheries and Food, Game Farm Department, 808 Douglas Street, Victoria, B.C. V8W 2Z7. Telephone (604) 356-1677. You may mail the information directly or give it to your District office to forward.

2.1.6 What Happens Next

The Game Farm Operations Manager will review the application form in accordance with government regulations and may request a preliminary site inspection from the local inspector. If the application is approved, a letter of Provisional Approval will be issued. Construction of perimeter fencing and facilities should then commence.

Upon completion of construction, the Game Farm Operations Manager should be notified so a final site inspection can be scheduled. No licence will be issued until a site inspection has demonstrated that the fencing and facilities meet the requirements of this manual.

Pursuant to the *Financial Administration Act*, a charge of $75 may be made for each *additional* inspection required to successfully pass inspection. Therefore, please ensure your facilities and fencing is *fully complete* prior to setting an inspection date.

Final approval will be granted following a successful site inspection and payment of any required inspection charges. Your licence and Game Farm Identification Number will be mailed shortly thereafter.

Should the application be rejected, the prescribed application fee will be refunded less a $25 processing fee.

2.2 Licence Application Form

Fill out the application form providing all pertinent details. Keep in mind that you are committing to a specific farm layout and construction plan. Once provisional approval is granted, modifications made to the original Development Plan will require subsequent approval e.g., addition or deletion of perimeter fencing or elimination of handling facilities. (See Appendix 3.11.1 - LICENCE REVISION APPLICATION.)

A sample Licence Application is outlined to help you. Assistance can be obtained from the Game Farm Operations Manager, other BCMAFF staff and existing game farmers.

2.2.1 Completing the Application

Information required in each section of the Licence Application is detailed below. Each item is numbered to correspond to the form.

1. APPLICANT(S) NAME(S). Provide your full name, address, postal code and telephone number. If a *company*, please list the full names

and addresses of the officers of the company. If you need more space, use the back of the form or provide a separate letter.

If your mailing address or farm location is different than that shown for the applicant, write it in the space provided. If it is the same as the applicant, indicate "as above."

2. SIZE OF PROPOSED GAME FARM. Indicate the size of the land base in hectares that will be *committed for use* as your proposed game farm.

   Care should be taken in recording the property tax number(s) and legal description(s). Attach the following:

   (a) a certified or notarized copy of the land title certificate; or alternately,

   (b) a copy of the current B.C. Assessment Authority Notice.

   (c) if the property is held under a lease arrangement, a certified or notarized copy of the lease.

   A Game Farm Licence can cover one or more *contiguous* properties provided the applicant is the registered owner or lessee of the land in respect of which the licence is being sought.

3. DEVELOPMENT PLAN. In this section, please describe your proposal thoroughly.

   (a) species - name the species of game farm animal to be raised and the approximate herd size (total animals). Only one species of game farm animals may be included on the same licence.

   (b) fencing

   - type (smooth wire, high tensile, page wire, etc.)
   - manufacturer ("Hurricane," "Cyclone," "Stelco," "Langley," etc.)
   - only the *perimeter fencing* is inspected and must be maintained at all times. Internal fences may be built as desired.

   (c) facilities drawing - sketch your property on the back of the application form or a separate sheet of paper to approximate scale. The location of your proposed perimeter and internal fences, gates, buildings and handling facilities are to be shown. Include any streams, dugouts, wooded areas, etc. Indicate proposed future expansion if minimal fencing is to be done initially. Photographs or diagrams (if available) will assist the application review (see Appendices 2.3.6 and 2.3.7).

   Handling facilities for the inspection and treatment of the animals must be appropriate to the species and be capable of restraining animals in a safe and humane manner. For cervidae species, deer "crushes" or "squeezes" should be available for this purpose.

   Your Development Plan is not only reviewed to ensure compliance to regulations but to identify areas where assistance or advice may be helpful. Therefore, it is advisable to complete this section with as much attention to detail as possible.

   (d) breeding stock source - provide the name and address from where you will be obtaining the initial animals and, if purchased within B.C., provide the licence number of the seller.

4. ADDITIONAL INFORMATION.

   Use this space or a separate sheet of paper to provide additional information; for example your related experience, any requests for specific information, etc.

   Forward your Licence Application, any attachments and the $200 prescribed application fee to the Ministry of Agriculture, Fisheries and Food, Game Farm Department, 808 Douglas Street, Victoria, B.C. V8W 2Z7. You may mail the information directly or give it to your District office to forward. Cheques are to be made payable to the Minister of Finance and Corporate Relations.

2.2.2 Provisional Approval

When the application is received it will be reviewed for completeness, eligibility, location and species, property ownership and development plan detail. An *initial site location inspection* may be conducted by an inspector to preapprove.

Upon approval of the application, a letter of "Provisional Approval" will be issued (see Appendices 2.3.8, 2.3.9, 2.3.10) which authorizes the applicant to proceed with construction of the

approved facilities. A copy of the *British Columbia Game Farm Procedures Manual* will also be forwarded. This manual contains all of the government's requirements regarding game farming in British Columbia. It is very important that all new licensees are knowledgeable of the operating policies contained in the manual as the final responsibility rests with the licensee.

Changes to the original development plan require approval e.g., expansion, deletion or alteration to the perimeter fencing. Upon the completion of the facilities and fencing, notify the Game Farm Operations Manager in writing or by telephoning (604) 356-1677 and request a site inspection.

Allow up to four weeks for your inspection.

2.2.3 Site Inspection

The time of the site inspection will be confirmed prior to inspection. Inspections can be completed without the applicant; however, it is strongly recommended that the applicant or his representative attend the inspection.
The purpose of the site inspection is to:

1. Ensure the perimeter fencing meets the minimum standards (as per Appendix 2.3.1 - *Fencing & Facility Specifications*);
2. Ensure adequate handling facilities to inspect and/or treat the animals are available; and
3. Ensure the facilities are as indicated on the Licence Application.

An inspection report will be completed by the Ministry representative. (See Appendix 2.3.11 - INSPECTION REPORT.

Note: Future "spot" site inspections may be carried out without notice to ensure continued compliance to the regulations.

2.2.4 Licence Approval

Upon site inspection approval and payment of any reinspection charges, a Game Farm Licence will be issued (see Appendix 2.3.12). This licence must be renewed annually. Please note that a permanent "farm identification number" (F.I.D.) is assigned to your farm after the initial inspection. Please quote this number when making inquiries or when forwarding records.

The licence entitles you to game farm during the current licence year or any portion thereof. The licence year is February 1 to January 31 inclusive.

2.2.5 Agricultural Land Development Act (A.L.D.A.)

Perimeter deer fencing for Game Farming purposes is now an eligible item under the A.L.D.A. Program (see Appendix 2.3.14).

The following outlines the steps to take to obtain an A.L.D.A. loan:

1. As part of the A.L.D.A. program, applicants must obtain a valid Game Farm Licence. Therefore, you should submit the A.L.D.A. loan application at the *same time* as you apply for a game farm licence. If the A.L.D.A. application is for expansion to an existing facility, the application should be submitted at the *same time* as the submission of the LICENCE REVISION APPLICATION;
2. You have to finance the containment fencing until the A.L.D.A. loan application is approved. All existing eligibility criteria are as per the Agricultural Credit Act;
3. Approval of a Game Farm Licence does not guarantee you will qualify for A.L.D.A. financing;
4. A game farmer who does not commence an A.L.D.A. loan application at the same time as a game farm licence or licence revision application may not be eligible for A.L.D.A. financing;
5. The A.L.D.A. Program considers financial assistance on the *materials* for the containment fence only. Self labour is an ineligible item; however, third party labour (e.g., "custom" or "contract") is eligible.

   For further details on the A.L.D.A. Program, contact the BCMAFF, Financial Development Branch, Victoria (604)356-1654 or your local district agriculture office.

2.3 Appendices

2.3.1 Fencing and Facility Specifications

2.3.2 Deer Farm Perimeter Fence Agdex 724

2.3.3 Deer Farm Perimeter Fence Installation Guide

2.3.4 Deer Farm Perimeter Fence Installed Costs Agdex 724

2.3.5 Licence Application

2.3.6 Sample Development Plan

2.3.7 Sample Handling Facilities Drawing

2.3.8 Letter of Provisional Approval - Fallow Deer

2.3.9 Letter of Provisional Approval - Bison

2.3.10 Letter of Provisional Approval - Reindeer

2.3.11 Inspection Report

2.3.12 Game Farm Licence

2.3.13 Licence Letter

2.3.14 A.L.D.A. Containment Fencing Specifications

2.3.1 Fencing and Facility Specifications

Installation guidelines for fencing are outlined on several factsheets developed by the Ministry. It is *strongly advised* that these publications be reviewed prior to construction. Additionally, staff at your local agriculture office can advise or direct you to engineering staff experienced in fence/facility construction.

Two factsheets specific to fencing are:

No. 316.130-1 - Jan. 1989 Agdex 724 - Deer Farm Perimeter Fence

No. 316.130-2 - April 1991 Agdex 724 - Deer Farm Perimeter Fence Installed Costs

PLEASE NOTE: Facilities being constructed for quarantine purposes in accordance with Agriculture Canada's Importation Policy are required to have a *double perimeter fence* spaced at a minimum distance of *six feet apart*. Further information can be obtained by contacting Agriculture Canada in New Westminster.

Provincial regulations regarding fencing are *specific only to the perimeter of the area containing animals*. The standards are as follows:

2.3.1.1 Fences

1. CERVIDAE SPECIES (fallow deer and reindeer)

(a) HEIGHT - 84 inches; the top 12 inches can be high tensile smooth wire or equivalent (*Note*: "barbed" wire is strongly discouraged for humane concerns).

(b) MATERIAL

(i) graduated, woven wire of which the bottom three feet to have maximum wire graduations of four inches; or

(ii) solid plank fencing; or

(iii) combination of (i) and (ii); or

(iv) material specifically approved by the Game Farm Department.

If wire is utilized, the following specifications and installation apply:

(i) 17 strand, 12 1/2 gauge, high tensile, horizontal wire minimum;

(ii) 13 gauge, "knotted" joints or equivalent;

(iii) 12 1/2 gauge, medium tensile, vertical ("stay") wire, with maximum space graduations of six inches (fallow deer) or twelve inches (reindeer);

(iv) fence to be installed on animal side of posts except when completing corners; and

(v) staples should be 1 1/2" minimum size, of "barb" type, "offset" and placed every 12 inches (if vertical stay wire is in line with post, the maximum distance is 24 inches). Staples should allow for movement of the fence (expansion and contraction).

(c) POSTS

(i) minimum 10 foot length, 4" - 5" diameter, pressure treated wood posts or equivalent;

(ii) minimum post depth of two feet six inches;

(iii) post spacing not normally to exceed 20 feet or as approved by the Game Farm Department (post installation will vary by region due to soil types). Longer spacings may require midsection supports to prevent fence "lift" or to prevent "sag."

2. BISON

(a) HEIGHT - 54 inches minimum

(b) MATERIAL

(i) high tensile smooth wire or equivalent; or

(ii) wood construction; or

(iii) material specifically approved by the Game Farm Department.

(c) WIRE - three strands wire minimum.

Specifications are defined in the Trespass Act and further conditions may apply to your area. Please refer to this Act and Regulations regarding a "lawful" fence (see 2.3.1.3).

(d) POSTS - refer to Trespass Act.

3. GENERAL CONDITIONS

(a) Page wire fence must be installed with the correct tension (e.g., remove one-half of manufacturer's "crimp" in horizontal lines) and be flush to the ground. Where uneven terrain exists, hollows must be filled with suitable material e.g., rocks, hard packed soil, logs, etc.

(b) Overhangs (e.g., tree branches, dead falls, etc.) shall be trimmed and/or removed to prevent falling on fences.

(c) All entries into the game farm facility must have locking devices (e.g., gates).

2.3.1.2 Facilities

1. Corrals or paddocks and "chutes" are required to assemble animals for inspection.
2. Handling equipment (e.g., deer "crush," cattle "squeeze," etc.) are required whereby game animals can be humanely held for inspection and health examinations/treatments. The equipment must be readily available.

Additional information regarding construction can be obtained from the BCMAFF Engineering Branch or your industry association.

2.3.1.3 Trespass Act - Regulation (includes amendments up to B.C. Reg. 373/79)

Sections 1 and 2 not applicable.

3. In all cases other than those provided for in section 1, **a lawful fence for all unorganized portions of the Province** means a fence substantially constructed from the ground to a height of at least 4 feet 6 inches, and consisting

(a) of earth, stone, brick, concrete or iron,

(b) of logs, rails, boards or bars of wood or iron laid horizontally one above the other not more than 9 inches apart up to a height of 32 inches from the ground, and not more than 11 inches apart above that height, the bottom of the lowest log, rail, board or bar being at any point not more than 14 inches from the ground,

(c) of upright posts, boards, palings or pickets not more than 4 inches apart,

(d) of woven standard gauge wire fencing secured to posts not more than 20 feet apart, with the lowest wire not more than 14 inches above the ground, the top and bottom wires to be not less than No. 9 3/4 gauge and the intervening wires not less than No. 12 1/2 gauge,

(e) of barbed wire not less than No. 12 1/2 gauge secured to posts not more than 24 feet apart, the lowest wire being not more than 14 inches from the ground, the wires being not more than 9 inches apart up to a height of 32 inches from the ground, and not more than 11 inches apart above that height, and being interlaced with cross wiring or fastened to wooden droppers or poles placed at regular intervals of not more than 6 feet,

(f) of barbed wire not less than No. 12 1/2 gauge secured to posts not more than 16 1/2 feet apart, the lowest wire being not more than 14 inches above the ground, the wires being not more than 9 inches apart up to a height of 32 inches from the ground, and not more than 11 inches apart above that height, except that

(i) in the **North and South Peace River Electoral Districts** a legal fence of barbed wire shall consist of not less than 3 strands of barbed wire not less than No. 12 1/2 gauge secured to posts not more than 16 1/2 feet apart, the lowest wire being not more than 18 inches from the ground, the wires being not more than 16 inches apart up to a height of 34 inches from the ground, and not more than 14 inches apart above that height, and being fastened to wooden droppers or poles placed midway between posts, and

(ii) **in that portion of the Province bounded on the south by 53° latitude, on the north by 56° latitude, on the east by the summit of the Rocky Mountains, and on the west by the Pacific Ocean**, a legal fence of barbed wire shall consist of 4 strands of

barbed wire not less than No. 12 1/2 gauge secured to posts not more than 16 1/2 feet apart, the lowest wire being not more than 16 inches from the ground, the wires being not more than 12 inches apart up to a height of 52 inches from the ground, or

(g) of a combination of the materials specified in any 2 or more of paragraphs (a) to (f).

(en. B.C. Reg. 70/65; am. B.C. Reg. 373/79.)

4. Any hedge of the height of at least 4 feet 6 inches, and any river bank or other natural boundary, if sufficient to keep cattle out of any land, and any unfordable lake, pond, river or sea, shall be deemed to be a lawful fence, including any suitably constructed gates and cattle-guards.

5. and 6. Repealed. (B.C. Reg. 70/65.)

Oct. 31/88

Order No. 316.130-1
January 1989
Agdex: 724

DEER FARM PERIMETER FENCE

L.G. Brown, Regional Engineering Technologist, Kamloops

This factsheet outlines the use of woven wire and high tensile smooth wire to properly fence deer farms. Two designs are described as well as various options for added livestock and predator control. The fence designs are to the standards required by the Province of B.C. for deer farm permits.

Introduction

Woven wire and high tensile smooth wire (HTSW) are the preferred products for fencing deer. Barbed wire is not used except for special predator problem areas. Provincial permit regulations require woven wire perimeter fences; internal fences are not regulated. Electric fencing has an important role in both types of fences. In deer handling areas and milling yards, wood batten fencing should be used to restrict visibility thereby improving handling.

Extending Existing Fences

There are three concerns in converting existing fences for use as deer farm perimeter fence:

1. the extensions must be adequate
2. the connection to the existing post must be adequate.
3. the post must be embedded in the ground deep enough.

The first two points can be met but post depth is usually not sufficient in existing fences. For a 7 ft fence, line posts must be in the ground a minimum 3 ft.

Perimeter Fence Design

Provincial regulations require a 7 ft (2.1 m) high fence of which 6 ft must be woven wire. Two recommended designs are:

Perimenter Design-A (all woven)
Height: 84 in. - all woven wire

Line wires (horizontal) : 17 wires
Top & Bottom wires: 9 or 11 ga
All others: 12-1/2 ga
Spacing: graduated from 3 or 4 in. (bottom) to 6 or 8 in (top).

Stay wires (vertical): 12-1/2 ga
Spacing: 6 in. - spacing greater than this will not be fawn proof.

Perimeter Design-B (woven & HTSW)
Height: 84 in. total

Woven Wire: 75 in. high
15 line wires
Stay wires, spacing and wire gage as design A

Top Wires: 2 strands 12-1/2 ga HTSW

Note: If separate pieces of woven wire are used for the full height they must be wired together every 18 in.

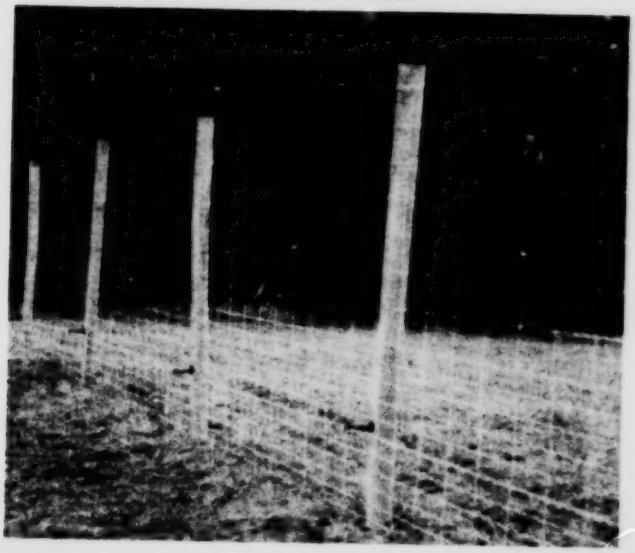
Additions can be made to these two designs for added control:

1. One inside offset wire at 24 to 30 in. height - electrified
2. One or more outside offset wires at predator height - electrified
3. One outside barbed wire at ground level to resist any digging predators.
4. An extra piece of woven wire (1 or 2 ft) buried and attached to the bottom of the fence wire to resist any digging predators. This will be awkward to do and wire corrosion may limit the life expectancy. Pressure treated wood boards are an alternative.
5. Electrify the HTSW top wire(s) for extra predator control.
6. Wood battens or other materials attached to the woven wire to increase fence visibility in areas of concern.

Note: For electric wires, be sure to complete the circuit by grounding the woven and/or the HTSW. See the BCMAF Electric Fencing Manual.

These additions can be used depending on the individual farm needs. See figure 1 for a woven wire fence with one electric offset wire and one extra top wire.

Fig. 1 Perimeter Fence



Woven Wire Joints

Three types of joints are used where line and stay wires cross: hinge, knotted, and welded joints. Only the first two are suitable.

A hinge joint (fig. 2) is made with separate short lengths of stay wire and allows the fence to "fold" under pressure. However the wire wrap can come loose allowing the stay wire to slip sideways.

A knotted joint (fig. 3) is made with a one piece continuous stay wire and separate knotting wire. This joint will not move sideways.

Knotted joint woven wire is the preferred choice because of the extra security of the joints. There is deer farm experience to show hinged joint wire can fail.

Fig. 2 Hinged Joint

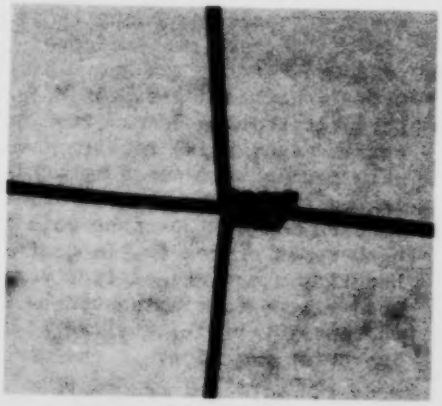
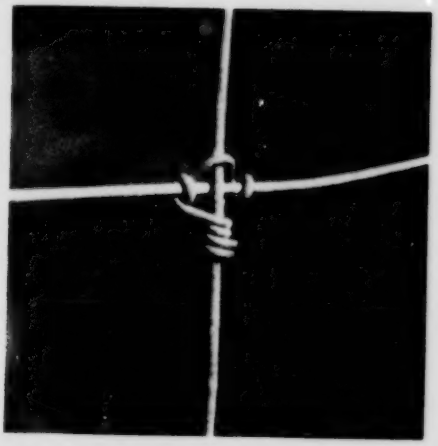


Fig 3 Knotted Joint



Installing Woven Wire

The following points are important when installing woven wire fences:

1. Place the wire on the animal side of the line posts (on the outside of posts when turning corners). Ensure the wire is flush with the ground and there are no gaps due to terrain irregularities.Deer will go under a fence if it's possible.
2. Join woven wire by using a wrap-splice. Leave 4 to 6 inches of line wire beyond the end stay. Lay together the end stay wires of each of the two sections to be spliced, then wrap the free ends tightly around the line wire with pliers or splicing tool. See figure 4.
3. Tension woven wire to remove only 1/3 to 1/2 of the tension curve from the line wires. See figure 5.
4. Tensioning may be done from the end post (then stapling wire tight onto brace post) or from a braced dummy post set 6 to 8 ft beyond the brace. Never use a tractor for tensioning because of the operator hazard as well as possible over tensioning.
5. When tieing off woven wire at the end brace, take the free end of each line wire around the end post and wrap on itself. See figure 6. Do not depend on staples to hold the fence wire tension.
6. Do not drive the staples "home". The wire should be free to move.
7. For maximum pull-out resistance, staples should be rotated so as to cross the grain of the post (reducing post splitting) and to ensure the two legs of the staple spread out and away from each other. See BCMAF Publication 316.120-2.
8. Individual HTSW strands are tensioned to 200 lbs. and spliced according to BCMAF Publication 316.122-1.

Fig. 4 Splicing Woven Wire

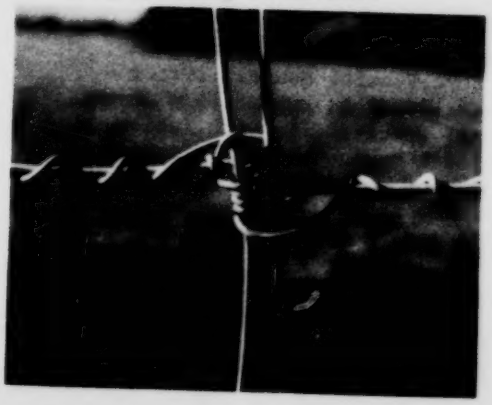


Fig. 5 Tensioning Woven Wire

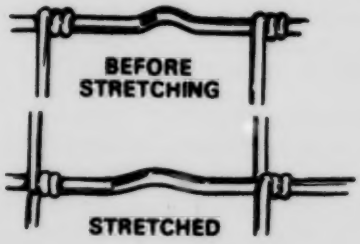
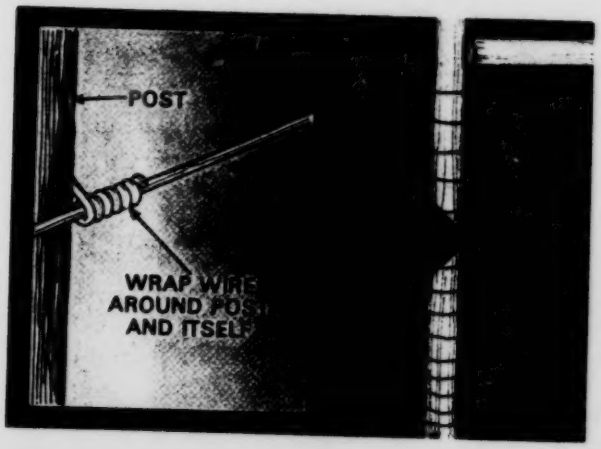
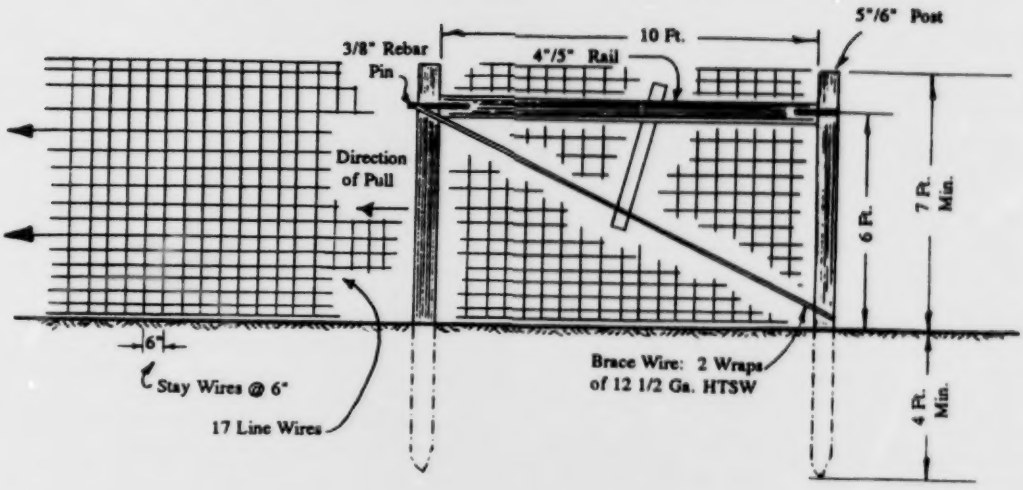


Fig. 6 Tieing Off Woven Wire





Perimeter Fence Line Posts

Whichever wire configuration is used the following is recommended for posts (all posts to be pressure-treated for long life):
Line Posts: *4"/5" by 10 ft long set 3 ft into the ground min. and spaced up to 15 ft apart (up to 20 ft apart in firm level terrain).

Perimeter Fence Brace Assemblies

Figure 7 illustrates good end brace construction. Note the horizontal rail is not notched into the driven posts but is connected using 3/8 in. rebar into pre drilled holes.
End Braces: 2 posts @ 5"/6" by 11 ft long set 4 ft into the ground. 1 horizontal rail @ 4"/5" by 10 ft long. This single span brace is sufficient for most conditions but in poor areas (sandy soil, wet areas, etc.) use a double-span brace assembly. This has three driven posts and two rails with the wire tie-off on the center post.
Corner Braces: For 90° corners use a brace of three driven posts and two rails. Tie-off both woven wires at the corner post.
Note: Braces should be set at a maximum of 660 ft intervals.

Please refer to BCMAF Engineering Publication #316.120-2 for a description of brace construction.

Electric Fence Wires

Electric fences are very effective for internal fences. On perimeter fences, electric wires can be used for added control (pg 2 Additions). Animals require training at first but quickly learn to respect the electric "bite". Because you are constructing an electric circuit, pay close attention to insulation, all wire connections, and especially wire grounding. Problems in electric fences are often due to poor grounding. Refer to the "Electric Fencing Manual" listed for details. This publication does not deal specifically with fallow deer fence design but will likely answer your construction questions.
Note: Only smooth wire should be electrified, not barbed wire.

Fencing Publications

The following publications are available from BCMAF offices:

"Deer Farm Perimeter Fence - Installed Costs"	#316.130-2
"An Introduction to...HTSW Fencing"	#316.120-2
"HTSW Material & Suppliers List"	#316.120-3
"Splices for HTSW"	#316.122-1
"Electric Fencing Manual"	#316.110-1

*Note: 4"/5" indicates a 4 to 5 in. diameter top on wooden posts.

2.3.3 Deer Farm Perimeter Fence Installation Guide

This is a general pictorial guide to give you an overall impression of constructing a Deer Fence. The skills of footing, wire tying and tensioning are not covered in detail.

Ground preparation

Running out the line wires

1

Preparation:

With fencing, time is definitely money. Prepare the line properly with available equipment, here we've used a tractor and blade. Unobstructed clear access for the fence line, makes setting for posts and netting as easy and fast as possible.

Stepping out the line of posts:

The first step is to run out guide wires to line up the posts. The wire is tied off to the end strainer posts already placed, and is lightly tensioned.

2

Straining the top & bottom line wires

Attaching weight post

Marking the post positions

Here we used a post as a weight to take the line down to the deepest gully in the fence line and to provide a straight line for the posts. The staples allow it to slide easily on the guide wire.

The handy measuring device uses a marked piece of plastic pipe, and allows for quick and accurate placement of posts . . .

With a spade, take out a divit to mark each post position. An average post spacing is 4 to 5 metres (13' to 17').

3

Installing the posts:

These days, posts are mainly driven for speed and efficiency, however post holes can be dug manually or with a power auger with the earth being rammed for stability.

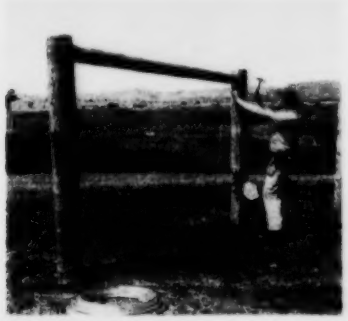
You will notice that the post is not plumb . . . it is in 'contour' with the ground, ensuring that the fence maintains its correct height throughout its entire length. The post is at right angles to contour . . . and the rammer also makes a very effective sighting gauge and post height gauge.

Laying out & posting

Posts in contour with ground (not plumb)

4

End Assemblies:
Designed to brace the fence when the tension is applied, you can choose from two types, horizontal and/or diagonal.



Horizontal end assembly

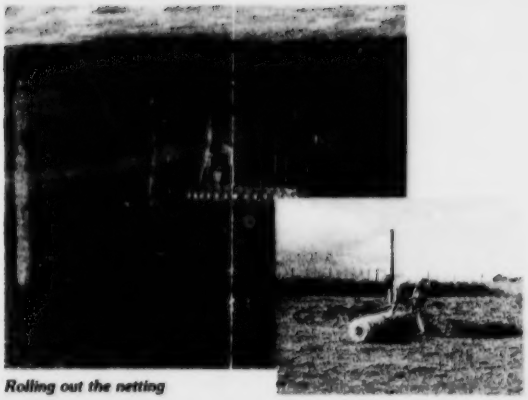
Horizontal End Assemblies
A 'compression' bar is installed at the top, between the two posts. It is prepared to fit snugly between the compression strainer and compression post. It is fitted 'bow upwards' into rebates trimmed on the posts. A vital component of a horizontal end assembly is the brace wire. It can be stranded wire cable, or a multiple of line wires.

Diagonal end assembly

Diagonal End Assembly:
This calls for precision work, with chain saw, hammer and chisel . . . placing a mortice stay into the check-out on the strainer post. The angle stay is blocked firmly into the soil.

This method has also been applied at the 'angle stay assembly' which will brace the fence at the elbow in this fence line, when the tension is applied.

5



Rolling out the netting

Rolling Out:
The netting is rolled out keeping close to the line of posts . . . Make sure that the more closely spaced line wires are at the base of the fence.

The netting must be joined together (spliced) at a convenient central point in the fence line.

6

Tying off to strainer post

Tying off to End Assemblies:
At each end of the netting loosen and remove the knots to create unobstructed end wires, to allow for easy tying-off around the end strainer post.

Fasten with temporary staples through the knot. Wherever the ground rises, a verticle batten is applied to the netting to allow the fence to achieve the correct height and ground clearance.

7

Tensioning up

Netting gradually stands up

Initial Tensioning:
The fence is now ready to tension . . . In this case, we are using strainer boards at the centre of the fence line.

The boards are applied to each end of the deer netting, to tension it and 'splice' the ends together. Using three 'long' chain wire strainers, the boards are tensioned evenly at the top, centre and base. The fence is gradually stood-up against the line posts, and as the tension is applied, the netting is eased around the elbow stay. (At the elbow of the fence, a temporary bar is added to ease the forces of friction when the fence is being tensioned).

8

Temporary anti friction bar at elbow in line helps netting to ease around post

Pulling netting down into Dips & Gullies:
(not illustrated)
The fence is now pulled downward into dips and gullies. If required, the tension at the central strainer boards can be eased off. A handy device can be made up from a simple bar, with hooks for each line wire . . a chain wire strainer does the pulling. At this point, some stapling can be done, to hold the netting in position on the posts before removing the wire strainer.

9

The tension curve (correctly tensioned at left)

Final Tensioning:
The deer fence can now be accurately tensioned. It is important to note the built-in tension curve, this allows for the correct tension to be achieved 'visually'. The tension curve is reduced by about half when the correct fence tension is reached.

Every knot firmly grips the horizontal and vertical wires.

In this photo, we can clearly see the tension curves, un-tensioned (between the strainer clamps) and correctly tensioned (at left).

10

Splicing the netting together (untensioned between strainer boards)

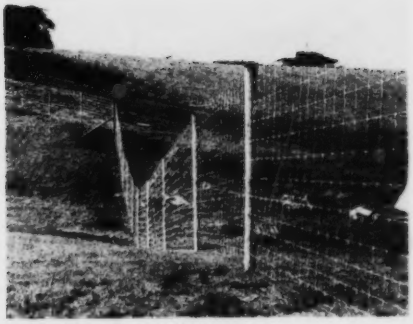
Each knot is overlapped and tied off

Splicing together and stapling off:
We are at the centre of the fence line between the strainer boards. The netting ends are cut-through to allow for splicing together with overlapping knots, and are tied-off with a wire tying key.

When all of the line wires are spliced and tied off, the strainer boards can be removed. The fence is now ready for post stapling.

Each line wire is stapled to the posts. The staples are 'not' hammered tightly home, to allow for expansion and contraction of the fence.

11



Finished Deer Fence with electric wire

Fitting an electric wire:
The deer fence is now complete, and only requires the fitting of deer gates for total stock containment and control.

All that is required now, is to protect the fence and to allow further stock security with the application of an electric wire, with the use of outriggers and an 'insulated' permanent wire strainer.

2.3.4 Deer Farm Perimeter Fence Installed Costs Agdex 724

Order No. 316.130-2
April 1991
Agdex: 724

DEER FARM PERIMETER FENCE INSTALLED COSTS

L.G.Brown, Regional Engineering Technologist, Kamloops

This factsheet outlines the material and labour costs to install perimeter fence on deer farms. The fence design used in the examples is accepted by the Province of B.C. for deer farm permits. Please refer to Engineering Note #316.130-1 for fence design details.

A. PERIMETER FENCE MATERIAL COSTS

Wire:

18/84/6	(or)	17/75/6 + htsw
18 horizontal wires		17 horizontal wires
84 in height		75 in height
6 in vertical spacing		6 in vertical spacing
330 ft roll @ $0.95 to 1.15 per ft		330 ft roll @ $0.86 to $1.05 per ft
		htsw @ 0.022 per ft

Line Posts: *4"/5" x 10 ft @ 15 ft spacing :$ 5.55 ea

*Note: 4"/5" indicates a 4 to 5 in. diameter top on wooden posts

Staples: 2" long :$ 0.015 ea
slash point, galvanized

Fence Material Cost Per 15 Ft	18/84/6	(or)	17/75/6 + htsw
15 ft wire	$14.25 to 17.25		$13.23 to 16.08
1 post	5.55		5.55
8 staples	0.12		0.12
cost per 15 ft :	$19.92 to 22.92		$18.90 to 21.75
COST PER FT :	**$ 1.33 to 1.53**	**(or)**	**$1.26 to 1.45 .....(1)**

End Brace Material Cost

1 horizontal rail @ 4"/5" x 10 ft @ 5.55 ea.	: $ 5.55
2 posts @ 5"/6" x 11 ft (12 ft) @ 9.50	: 19.00
2 - 3/8" rebar pins @ 0.16 ea	: 0.32
30 ft 12-1/2 ga HTSW @ 0.022 per ft	: 0.66
3 ft 2" x 2" twitch stick @ 0.14 per ft	: 0.42
8 staples @ 0.015	: 0.12

END BRACE MATERIAL TOTAL $26.07 .....(2)

Corner Brace Material Cost

2 horizontal rails @ 4"/5" x 10 ft @ 5.55 ea	: 11.10
3 posts @ 5"/6" x 11 ft (12 ft) @ 9.50 ea	: 28.50
4 - 3/8" rebar pins @ 0.16 ea	: 0.64
60 ft 12-1/2 ga HTSW @ 0.022 per ft	: 1.32
2 - 3 ft 2" x 2" twitch stick @ 0.14 per ft.	: 0.84
16 staples @ 0.015	: 0.24

CORNER BRACE MATERIAL TOTAL $42.64 .....(3)

B. PERIMETER FENCE INSTALLED COSTS

Labour costs can vary widely depending on terrain, post pounding conditions, etc. but the following installed costs are estimates for average conditions:

Line Fence

Materials	$ 1.26 to 1.53 per ft (from 1)
Estimated labour	0.65 per ft
INSTALLED COST	**$ 1.91 to 2.18 per ft**

End Brace Assembly

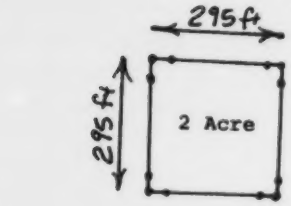
Materials	$26.07 (from 2)
Estimated Labour	18.93
INSTALLED COST	**$45.00 per end brace**

Corner Brace Assembly

Materials	$42.64 (from 3)
Estimated Labour	34.36
INSTALLED COST	**$77.00 per corner brace**

C. EXAMPLES OF COSTS PER ACRE FOR PERIMETER FENCE

Using the installed costs from Section B, lets compare the costs to perimeter fence different size pastures. Because the perimeter does not increase proportionately as pasture size increases, costs per acre are less for larger pastures. The following examples compare pastures of 2, 5, and 10 acres. Square shaped pastures are used for convenience, but the comparison is true for any shape. Gates, etc. would be extra to all examples.

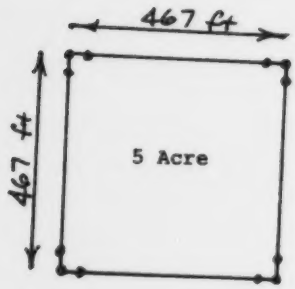


Line fence: 295 ft x 4 x $1.91/ft = $2254

Corner braces: 4 @ $77 = 308

2 Acre Total: $2562

COST PER ACRE: $1281

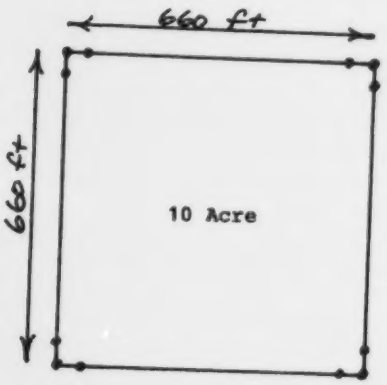


Line fence: 467 ft x 4 x $1.91/ft = $3568

Corner braces: 4 @ $77 = 308

5 Acre Total: $3876

COST PER ACRE: $ 775



Line fence: 660 ft x 4 x $1.91/ft = $5042

Corner braces: 4 @ $77 = 308

10 Acre Total: $5350

COST PER ACRE: $ 535

A 10 acre parcel is approximately twice as expensive to fence as a 2 acre parcel but has five times the area.

These examples illustrate the importance of planning a deer farm to obtain the most from the investment in perimeter fencing. Its often too easy to think the high cost per foot of perimeter fence will restrict deer farms to small acreages. Good initial planning will ensure that if the deer farm expands, perimeter fence will not have to be moved or will not become an expensive internal fence.

2.3.5 Licence Application

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

LICENCE APPLICATION

1. Applicant(s) name(s) (in full) _____
(surname) (first) (initial)

Address _____

_____ Postal Code _____

Telephone: Business _____ Residence _____ Fax _____

(If applicant is a company, the full names and addresses of the officers of the company must be listed. Use back of application form)

Mailing Address (if different from above) _____

Farm Location (if different from above) _____

2. Size of proposed game farm _____ hectares Private ☐ or Leasehold ☐

(a) Exact legal description of game farm. Property tax folio number _____

_____

_____

Land District _____ Parcel identification number _____

(b) Certified or notarized copy of land title attached, or ☐ (check if applicable)

(c) Copy of current B.C. Assessment Authority notice attached ☐

(d) Certified or notarized copy of leasehold agreement attached ☐

3. DEVELOPMENT PLAN: In this section, please describe your proposal thoroughly.

(a) Species of game farm animal to be raised _____ Herd size _____

(b) Fencing: Type _____ Mfg. _____ Height _____ feet / or _____ metres

(c) Facilities drawing: Sketch on back of form or on a separate sheet, description and approximate dimensions of the proposed farm, paddocks, retention facilities and any geographical landmarks (e.g., lakes, creeks, hills, etc.)

(d) Breeding stock source: Name/Address _____

B.C. Game Farm Licence No. (if applicable) _____

4. If you wish to provide additional information (e.g., related experience) or request specific information, please do so by including it on a separate sheet and attaching it to this application.

5. Remit prescribed application fee ($200).

I/we recognize that this application does not imply approval for the issuance of a Game Farm Licence. I/we also authorize the Ministry of Agriculture, Fisheries and Food to obtain further information as necessary.

Signature(s) _____ Date _____

Name(s) Printed _____

Title(s) _____

Send to:
Ministry of Agriculture, Fisheries and Food *
Game Farm Department
808 Douglas Street
Victoria, B.C. V8W 2Z7

* (or local agricultural office)

FOR OFFICE USE ONLY

Licence Fee _____ Received _____

B.C.A.A. Confirmation _____

Facilities Sketch _____

Pre-inspection _____

Comments _____

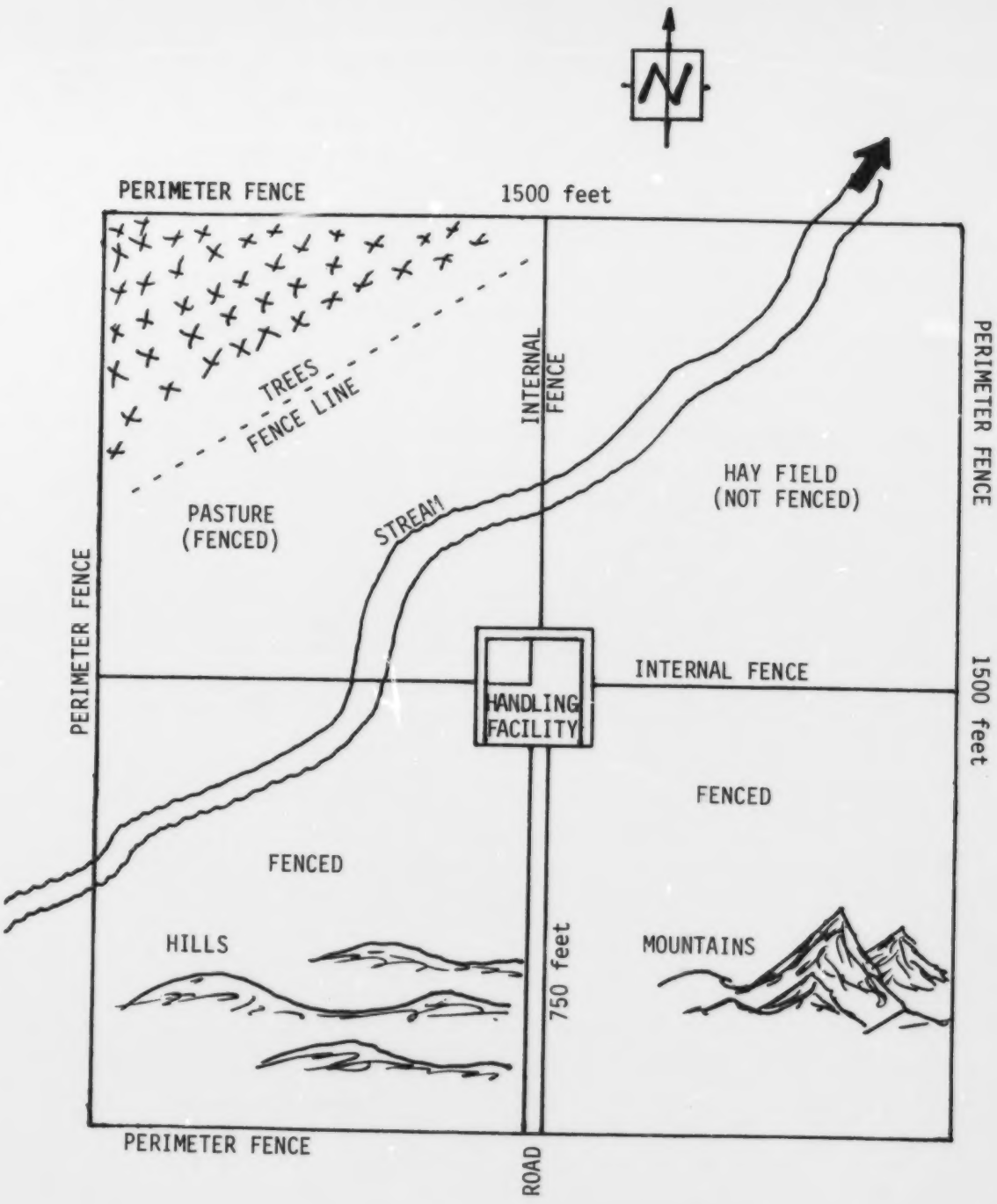
_____

_____

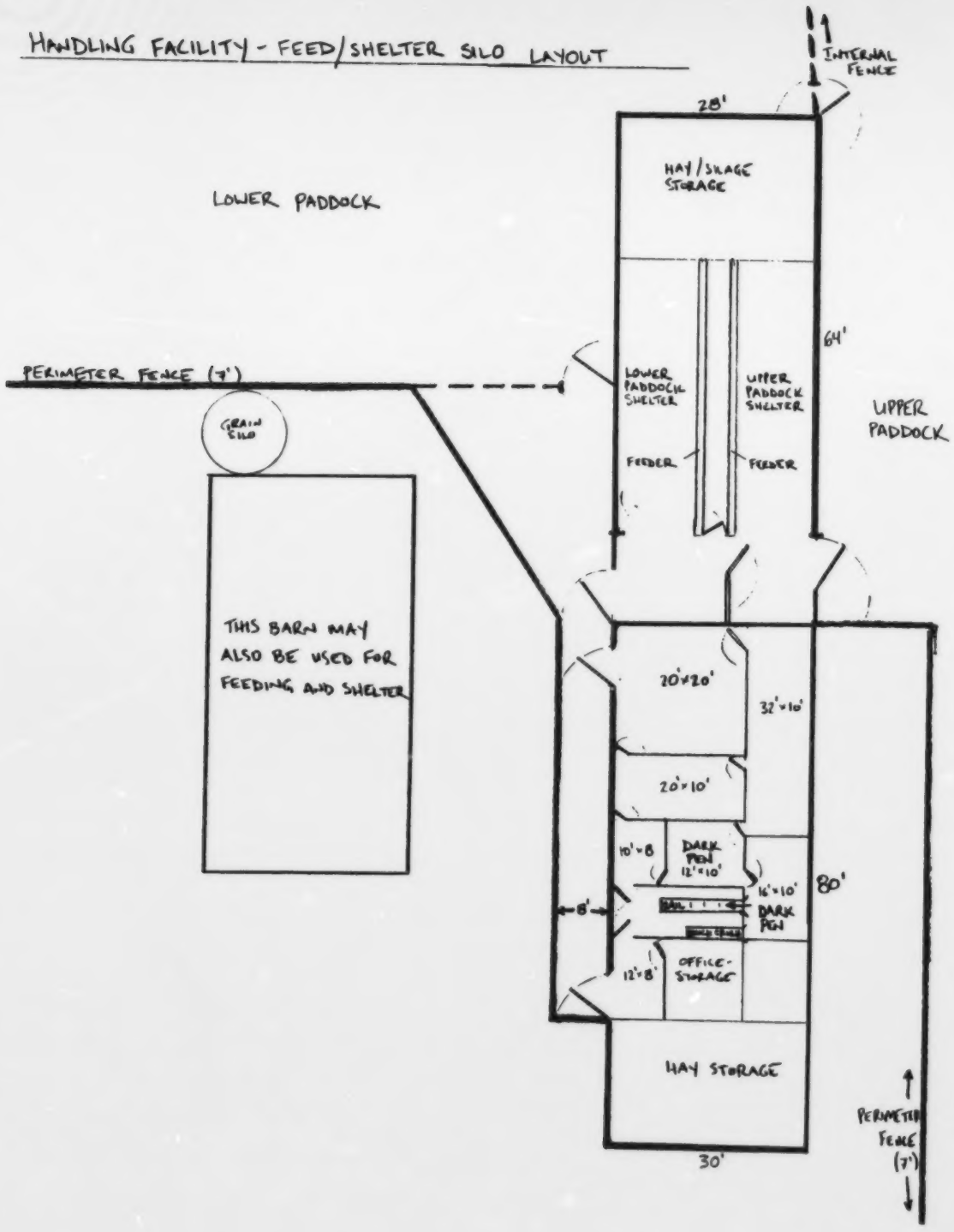
Provisional Approval _____ Date _____

AGR 3407 (91/05)

2.3.6 Sample Development Plan



2.3.7 Sample Handling Facilities Drawing



2.3.8 Letter of Provisional Approval - Fallow Deer

Date

Name
Address
City
Postal Code

Dear <>:

Provisional Approval for a **FALLOW DEER** Game Farm Licence

Your application has been provisionally approved for the farming of FALLOW DEER. The following are the **necessary** conditions required before a licence will be issued:

1. The total perimeter of the game farm that will contain the deer must be fenced by seven foot **approved** deer fencing. Game farmers are required by various Legislative Acts to keep their animals contained.
2. Retention facilities must be constructed where individual animals can be humanely held for veterinary or regulatory examination, processing and other animal husbandry practices.

It is recommended that, in the absence of any natural shelter, facilities be constructed.

Enclosed is the *British Columbia Game Farm Procedures Manual* which will form the integral part of the licence when issued.

When the game farm is completed, an inspection of the facility will be required. A reinspection fee may be charged if several inspections are required for successful approval. To avoid this additional fee, please ensure the facility is totally complete prior to scheduling a final inspection.

If you have any questions or concerns regarding construction, animal health, or any of the foregoing **please contact** this office.

Yours truly,

Game Farm Operations Manager

2.3.9 Letter of Provisional Approval - Bison

Date

Name
Address
City
Postal Code

Dear <>:

Provisional Approval for a **PLAINS BISON** Game Farm Licence

Your application has been provisionally approved for the farming of PLAINS BISON. The following are the **necessary** conditions required before a licence will be issued:

1. The total perimeter of the game farm that will contain the bison must be fenced by a "legal" fence. Game farmers are required by various Legislative Acts to keep their animals contained.
2. Retention facilities must be constructed where individual animals can be humanely held for veterinary or regulatory examination, processing and other animal husbandry practices.

It is recommended, that in the absence of any natural shelter, facilities be constructed.

Enclosed is the *British Columbia Game Farm Procedures Manual* which will form the integral part of the licence when issued.

When the game farm is completed, an inspection of the facility will be required. A reinspection fee may be charged if several inspections are required for successful approval. To avoid this additional fee, please ensure the facility is totally complete prior to scheduling a final inspection.

If you have any questions or concerns regarding construction, animal health, or any of the foregoing **please contact** this office.

Yours truly,

Game Farm Operations Manager

2.3.10 Letter of Provisional Approval - Reindeer

Date

Name
Address
City
Postal Code

Dear <>:

Provisional Approval for a **REINDEER** Game Farm Licence

Your application has been provisionally approved for the farming of REINDEER in the Peace River region of British Columbia. The following are the **necessary** conditions required before a licence will be issued:

1. The total perimeter containing the reindeer must be fenced by seven foot **approved** deer fencing. Game Farmers are required by various Legislative Acts to keep their animals contained.
2. Retention facilities must be constructed where individual animals can be humanely held for veterinary or regulatory examination, processing and other animal husbandry practices.
3. Reindeer licences are subject to specific health requirements set forth by the Chief Veterinarian of the B.C. Ministry of Agriculture, Fisheries and Food.

Enclosed is the *British Columbia Game Farm Procedures Manual* which will form the integral part of the licence when issued.

When the game farm is completed, an inspection of the facility will be required. A reinspection fee may be charged if several inspections are required for successful approval. To avoid this additional fee, please ensure the facility is totally complete prior to scheduling a final inspection.

If you have any questions or concerns regarding construction, animal health, or any of the foregoing **please contact** this office.

Yours truly,

Game Farm Operations Manager

2.3.11 Inspection Report

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

INSPECTION REPORT

Pre-Inspection ☐ Final Inspection ☐ Re-Inspection ☐

Applicant's Name _____
(surname) (first) (initial)

Mailing Address _____

_____

Farm Location (if different from above) Note: If no road/number is available, the exact legal description of properties inspected is to be recorded.

_____

_____

Species of game to be farmed: _____

Fencing

Cervidae (Fallow Deer/Reindeer): Perimiter fences (including gates) must be 7 ft. high, of which 6 ft. must be page wire approved deer fence. Alternative fence material must be approved by the Game Farm Department. Fences should be taut and flush to the ground. Hollows should be filled with suitable material (e.g., rock, logs, etc.).

Bison: A "legal" fence (see Trespass Act for specific region) capable of ensuring that bison are contained on the game farm. Onus is on the game farmer to keep bison contained.

Comments: _____

_____

_____

Retention Facilities

A corral or paddock with a chute and "squeeze" (bison) or "crush" (deer) or equivalent is required for handling animals individually and humanely. Fallow deer can be handled more effectively in a darkened barn or shed.

Comments: _____

_____

_____

Fencing and Facilities Completed Satisfactory ☐ Unsatisfactory ☐

Recommendations and/or Deficiencies: _____

_____

_____

_____

_____

_____

Inspected by: _____
(Name Printed) (Signature)

Date of Inspection: _____

Re-Inspection Fee Required Yes ☐ No ☐

AGR 3408 (91/05)

2.3.12 Game Farm Licence

Province of British Columbia
Ministry of Agriculture, Fisheries and Food

GAME FARM LICENCE

Licence Number_____ **Farm I.D.** _____

This certifies that

of

, British Columbia

having made an application and paid the prescribed fee, is licensed pursuant to Sections 2, 4 and 8 of the *Game Farm Act* (R.S.B.C. - 1990 Chapter 48) to operate a game farm at the location described herein for the purpose of raising a type of game as indicated below for agricultural purposes. This licence is subject to the *Game Farm Act*, the Regulations made pursuant thereto, all requirements set out in the British Columbia Game Farm Procedures Manual published by the Ministry of Agriculture, Fisheries and Food dated November 1st, 1991 including the Development Plan(s) filed with and approved by the Game Farm Department. This licence is also subject to all additional conditions identified herein.

Development Plan Approved _____ **Species** _____

Location and Legal Description

Effective Date: _____ 19_____ **Expiry Date:** **January 31, 19** _____

Issued at _____ , **B.C. on** _____ , **19**_____.

This licence is not assignable.

Minister of Agriculture, Fisheries and Food

Per

_____

AGR 3409 REV 6/91

2.3.13 Licence Letter

Date

Farm I.D. No. _____

Name
Address

Dear .....

Re: Game Farm Licence

Enclosed is Licence No. ..... which is your licence to farm ..... in British Columbia.

The permanent identification number assigned to your farm is indicated in the top right hand corner. Please quote this number when making inquiries or future applications.

Please note that the licence is an annual licence which expires on January 31.

Yours truly,

Game Farm Operations Manager

2.3.14 A.L.D.A. Containment Fencing Specifications

BC
Ministry of Agriculture, Fisheries and Food

ALDA

AGRICULTURAL LAND DEVELOPMENT ASSISTANCE PROGRAM

ENVIRONMENTAL ENHANCEMENT — Info Sheet No. 2.07

GAME FARM — CONTAINMENT FENCING

Deer farming is considered by farmers as a potential development and diversification opportunity.

Fencing is essential to ensure no contact between farmed game and wild game, as well as reducing risk of disease spread and interbreeding.

General Program Information:

The ALDA Program provides funding assistance in the form of a long-term, low-interest loan. Loans are available for a minimum total project cost of $5,000 to a maximum of $75,000. Repayment is over a 15 year period with a fixed interest rate based on one-half the bank prime at the time the loan is issued.

The ALDA Program is administered under the *Agricultural Credit Act* and applicants must meet the eligibility criteria of the Act and of the ALDA Program. For more detailed information refer to ALDA Info Sheet No. G.01.

Project Specifications:

- Provisional game farming permit must be in place.
- Project eligible only in areas of B.C. where game species are permitted to be farmed by regulation. Specifically as of January 1990:

  Reindeer — Peace River area only
  Bison — No restrictions
  Fallow Deer — All areas except Queen Charlotte Islands

- Fence Design as specified in regulations within the *Game Farm Act.*
- Long-life materials such as treated wooden posts and galvanized wire must be used.

Project Approval and Review Requirements

- All projects are subject to review and approval by the BCMAF Disrict Agriculturist or District Horticulturist prior to loan application review by the ALDA Section in Victoria.
- Fence design criteria must be approved by Ministry Soils and Engineering Branch Specialists.

For more information and details on fencing systems, the following Ministry publications are available:

Deer Farm Perimeter Fence
Deer Farm Perimeter Fence — Installed Costs
High Tensile Smooth Wire Fencing
Electric Fencing Manual

Program applications are available at all B.C. Ministry of Agriculture and Fisheries District Offices. Contact:

APRIL 1990

This is an information sheet only and does not supersede the *Agricultural Credit Act*

3. OPERATIONAL REQUIREMENTS

3.1 Amendment to Development Plan

If you decide to farm a new species, a *new licence* is required; if you decide to alter your facility, an *amendment* to your current licence is required. A change can be made at any time of the year; however, you are not authorized to make a change in operation until it is formally approved.

Complete a LICENCE REVISION APPLICATION (Appendix 3.11.1) and forward to the Game Farm Department, BCMAFF. You will be advised whether or not the change is permitted and if another site inspection will be required. If a site inspection is required, an amended licence will not be issued until an inspection has demonstrated that the facilities and fencing, as altered, meet the requirements of this manual.

NOTE: Facility alterations **normally** reflect the addition or deletion of perimeter fencing or deletion of previously inspected handling facilities.

3.2 Annual Renewal of Game Farm Licences

A licence expires on January 31, following the date on which the licence is issued and, subject to regulation, may be renewed on application and payment of the prescribed fee. It is intended that a renewal notice will be sent to licensees in early December.

Notwithstanding the above, it is the licensee's responsibility to obtain a renewal for his licence. To renew your game farm licence, you must complete the LICENCE RENEWAL APPLICATION (see Appendix 3.11.3) and the ANNUAL INVENTORY REPORT (see Appendix 3.11.5). Both forms must be returned to the Game Farm Operations Manager with the $100 prescribed renewal fee. Cheques are to be made payable to the MINISTER OF FINANCE AND CORPORATE RELATIONS.

Submit your application for licence renewal as promptly as possible. Delays in issuing your new licence may result if your inventory form is not accurately recorded.

3.3 Records & Review

Each game farm licensee is provided with a copy of the TRANSACTION REPORT form (see Appendix 3.11.4). Records are required to be current (maintained daily as required) and be available for inspection when requested by government officials.

When a new animal arrives at the farm, an entry is made that day. When any transaction occurs that results in a change of status of an animal (e.g., sold, slaughtered, mortality, etc.) an entry is made for that day.

The TRANSACTION REPORT is due quarterly and must be postmarked by the l0th day following the last day of the reporting quarter. The report is to be forwarded to the Game Farm Department in Victoria. The reporting quarters are:

1st Quarter	2nd Quarter
February 1 - April 30	May 1 - July 31
3rd Quarter	**4th Quarter**
August 1 - October 31	November 1- January 31

Subsequently, TRANSACTION REPORTS must be postmarked by May 10, August 10, November 10 and February 10.

If no transactions occurred, **complete the top portion of the Report**, write 'NIL' across the face of the form, sign and forward.

Be accurate and record every transaction.

3.4 Animal 'Additions'

Identification of newborn fawns and calves may pose a health risk to humans and a humane concern for the newborns. Therefore, if identification of these animals places risk to the licensee or the animals, this process can be deferred. Notwithstanding the above, all newborns shall be recorded to the best approximate accuracy *no later than the following quarter of their birth*. Secondly, permanent identification and eartagging shall be completed prior to January 31 of the fourth quarter.

The following information is required:

1. When an animal is born:
   (a) Date
   (b) Sex
   (c) Registration number (eartag)
   (d) Check "Born" (B).
   Note: If a newborn dies after being born alive, two lines must be completed - one for "animal born" and the other for "animal mortality."
2. When an animal is purchased within British Columbia (purchaser must ensure that the seller has a valid B.C. Game Farm or Wildlife licence):
   (a) Date of arrival
   (b) Sex
   (c) Registration number
   Note: use the existing registration number. *Do not* assign your own registration number to an animal you have purchased that already has a B.C. registration number.
   (d) Check "Purchased" (P)
   (e) Seller's name and address
   (f) Seller's licence number
3. When a live animal is purchased (imported) from outside of British Columbia:
   (a) Date of arrival
   (b) Sex
   (c) Registration Number assigned by yourself
   (d) Check "Imported" (I)
   (e) Import Permit Number
   (f) Seller's name and address
4. When an animal's eartag is missing:
   (a) Date
   (b) Sex
   (c) Enter new registration number assigned by yourself followed by old number (if known) e.g., 01234A/04321Z
   (d) Check "Replacement Tag" (R)

3.5 Animal 'Deletions'

1. When an animal dies:
   (a) Date
   (b) Sex
   (c) Registration Number
   (d) Check "Mortality" (M)
   (e) Indicate probable cause of death under "Abattoir Utilized"
2. When an animal is sold within British Columbia (seller must ensure that the purchaser has a valid B.C. Game Farm or Wildlife licence):
   (a) Date of removal
   (b) Sex
   (c) Registration number
   (d) Check "Sold" (S)
   (e) Buyer's name and address
   (f) Buyer's licence number
3. When an animal is sold (exported) outside of British Columbia:
   (a) Date of removal
   (b) Sex
   (c) Registration number
   (d) Check "Exported" (E)
   (e) Buyer's name and address
   (f) Buyer's licence number (if applicable)
4. When an animal is slaughtered:
   (a) Date
   (b) Sex
   (c) Registration number
   (d) Check "Slaughtered" (K)
   (e) Abattoir used
   (f) Buyer's name and address

3.6 Product Sales

1. When antlers or velvet is sold:
   (a) Weight (kg)
   (b) Buyer's name and address

3.7 Annual Inventory Report

You will receive an ANNUAL INVENTORY FORM which must be completed and submitted with your LICENCE RENEWAL APPLICATION. Please complete and use additional forms if necessary. If applicable, please number the forms 1 of 3; 2 of 3; 3 of 3; etc. All animals must be recorded by sex and registration number (eartag). A total is required to be entered at the bottom left hand corner. Any unused eartags for the past year are to be indicated. The 'Projected Inventory for Next Fiscal Year' is an estimate of your anticipated herd size. This number is optional, however greatly appreciated, as it assists in forecasting the supply of eartags required. Subsequently, the more accurate the forecast, the lesser the cost for eartags.

Data will be cross-referenced with the quarterly TRANSACTION REPORTS and form the basis for animal ownership and location.

3.8 Animal Registration

All game farm animals in British Columbia must be registered with the BCMAFF. To register an animal; eartag the animal, then record the registration number on the TRANSACTION REPORT the day it is entered into your herd.

Registration is administered through use of individually numbered, nickel plated tamper-proof eartags. Tags should be affixed in *sequential order* from your supply of eartags.

After lengthy discussions with the industry and associated agencies, the tags being utilized are:

- fallow deer - Ketchum's #3
- reindeer, bison - Ketchum's #2

Note: Agriculture Canada has approved the BCMAFF eartag. Therefore, the BCMAFF tag is the only tag required for animals imported into British Columbia.

These tags have been chosen for their "lightness" and small size. The registration number consists of three parts; two parts on the top side and one part on the bottom side as follows:

TOP SIDE

1. A five digit number is sequentially numbered commencing with 00001.
2. A single letter indicates year of registration e.g., Y = 1989, Z = 1990, A = 1991, etc. This system is the National Livestock Identification System.

BOTTOM SIDE

3. The letters "BC" stand for British Columbia. The game farm species of fallow deer, reindeer and bison are denoted as BC-F, BC-R and BC-B respectively.

The eartags are obtained through the Game Farm Operations Manager, BCMAFF, 808 Douglas Street, Victoria, B.C. V8W 2Z7, telephone (604)386-1677, fax (604)387-3522. The cost of the eartags, postage and handling are thirty cents (30¢) per tag plus applicable G.S.T.

Fawns and calves must be eartagged by:
   a) January 31 of the following year of birth; or
   b) upon leaving your ownership or the licensed premises.

All animals imported to B.C. must have a B.C. eartag affixed *prior* to entering B.C.

When an animal is sold to another game farm in British Columbia, the registration number accompanies the animal. The animal is not re-tagged by the new owner. This process will minimize any undue handling and stress on the animals. At the end of the fiscal year, *all unused eartags* are to be returned to the Game Farm Operations Manager *prior to January 31*. A credit for returned tags will be applied towards the next calendar year tags.

In the unlikely event that an eartag is torn out and lost, a replacement eartag must be inserted. The replacement tag and the lost tag (if known) must be indicated on the TRANSACTION REPORT.

3.9 Animal Tagging

All game animals must be identified by a BCMAFF eartag in the **left ear**, placed in accordance with the following:

Individuals who have not inserted curl lock tags should obtain advice and recommendations from a veterinarian or other experienced producers. The eartag pliers must have the **#3 clip insert** to permit tagging for fallow deer and the **#2 clip** insert for bison or reindeer.

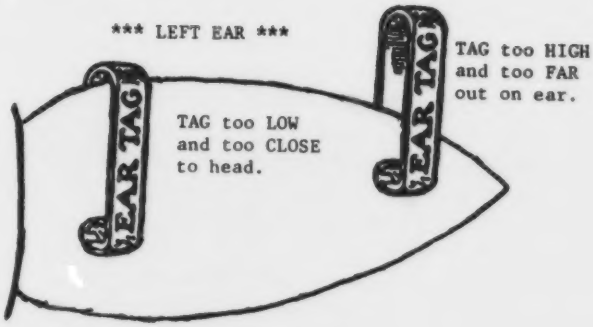
Eartag insertion is an important procedure where care should be taken. Typical problems encountered are:

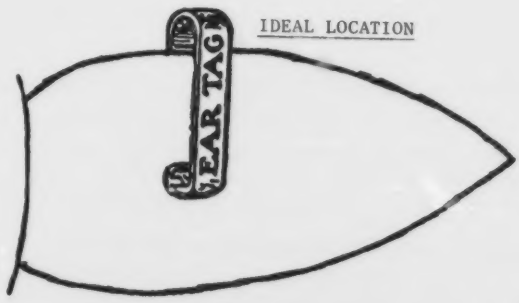
- loss of eartags from improper application
- poorly applied eartags are a source of irritation to the animal
- sites for potential infection if improperly applied
- some eartag types are questioned by animal welfare groups.

The following points should be followed when eartagging:

1. Properly restrain the animal to minimize physical injury;
2. Ensure the eartag pliers are in proper mechanical operation. The tag placed in the bottom jaw must be aligned properly so the pliers close evenly and "lock" the eartag correctly. It is strongly recommended that you have an experienced person demonstrate the application of eartags to prevent unnecessary trauma to the animal while gaining experience;
3. Eartags and pliers must be kept clean. Contaminated or dirty tags are a source of infection;
4. (a) eartags must be placed on the ear at the correct distance to avoid unnecessary "ear pressure" or hanging too far off the edge of the ear (see diagram following);
   (b) eartags must not be inserted too close to the head where the ear is too thick for the tag; and
   (c) eartags *must not* be inserted too far away from the head as it causes unnecessary irritation.
   d) Avoid large blood vessels associated with the ear.

Pliers to apply the eartags can be purchased from your local veterinary equipment supplier or by ordering from Ketchum's Manufacturing, 396 Berkley Avenue, Ottawa, Ontario K2A 3G6 Phone (613)722-3451, Fax (613)722-5612.





3.10 Slaughter

Game animals shall only be slaughtered at federally or provincially inspected abattoirs or alternately, non-inspected abattoirs or farm slaughter as specified below:

3.10.1 Abattoirs

1. Type 1

   Full Federal - abattoirs licensed by Agriculture Canada pursuant to the federal Meat Inspection Act. The carcasses or portions thereof, after being processed through this facility, can be sold anywhere in British Columbia and exported from Canada.

2. Type 2

   Federal/Provincial - abattoirs licenced by the British Columbia Ministry of Health pursuant to the provincial Meat Inspection Act. The carcasses or portions thereof, after being processed through this facility, can be sold anywhere in British Columbia but not exported from British Columbia or shipped to a Type 1 certified establishment for further processing.

3. Type 3

   Provincial - carcasses from these plants do not receive ante or post mortem inspection and hence cannot be located in a "meat inspection area." Further, carcasses or portions from these plants cannot be shipped to or sold in the declared "meat inspection areas" (Lower Mainland [Vancouver-Agassiz], Greater Victoria and South Peace River) or exported out of the province.

   Local By-Laws - certain local governments (currently Kelowna, Vernon and Salmon Arm) require post mortem inspection of carcasses by a local veterinarian. Standards established by local by-laws are not considered equivalent to the federal or provincial *Meat Inspection Acts*. Hence carcasses or portions from these plants cannot be shipped to or sold in declared "meat inspection areas" or exported out-of-province.

   Type 3 abattoirs are licenced under the Livestock Brands Act and animals slaughtered at these facilities must adhere to Special Conditions (3.10.2).

4. Type 4

   Farm slaughter - see Special Conditions (3.10.2).

3.10.2 Special Conditions

1. Abattoirs of **Types 1 & 2** have anti and post-mortem inspection of all animals for health and ownership purposes. It *is not necessary* to report the slaughter of game farm animals processed through these facilities other than on the TRANSACTION REPORT. Inspectors are present at these facilities.

2. **Type 3** abattoirs *do not* have federal or provincial meat inspection service. As these facilities are licensed under the Livestock Brands Act, all livestock slaughtered may be inspected by Brand Inspectors. Consequently, game farm animals intended for processing through these facilities must be reported (by letter or telephone call) to the **local** Brand Inspector of the Ministry of Agriculture, Fisheries and Food. The notice must be made *at least 5 days prior* to the proposed slaughter (unless an emergency situation arises, e.g., humane issues). The following data is required:

   - Name of abattoir and address
   - Date and time of slaughter
   - Species, sex and registration number(s)
   - Total number for slaughter

3. **Type 4** slaughter is known as "farm slaughter." This is authorized for the humane slaughter of the *licensee's own animals* on his *own property* with the meat for his *own consumption*. The meat cannot be sold or otherwise distributed. All game animals processed by farm slaughter must be reported as per *Type 3* slaughter and entered on your TRANSACTION REPORT.

4. Should a licensee want to sell his product directly, a "custom kill" is required. The slaughter of these animals must be done through a *Type 1, 2 or 3* abattoir which provide custom services.

A list of licensed abattoirs is attached to this section (see Appendix 3.11.2).

3.10.3 Sale of Meat

Game farm animals that receive inspection under the federal or provincial *Meat Inspection Acts* will have a government stamp on the carcass. If the animal is sold to an abattoir, no further documentation is needed.

When a game animal is processed at any of the licensed abattoirs on a "custom kill" basis where the licensee maintains ownership, the licensee must provide the subsequent purchaser with a Bill of Sale which clearly indicates:

1. Seller's name and address
2. Licence number
3. Species
4. B.C. registration number(s)
5. Date of slaughter
6. Place of slaughter
7. Buyer's name and address
8. Description of meat cuts (e.g., fronts, hinds, quarters, sides, etc.) and weight(s)

3.10.4 Sale of Velvet/Antlers

A licensee who markets velvet/antlers shall provide the purchaser with a Bill of Sale which clearly indicates:

1. Seller's name and address
2. Licence number
3. Species
4. B.C. Registration number(s)
5. Date of harvest
6. Place of harvest
7. Buyer's name and address
8. Velvet or antler and weight

3.11 Appendices

3.11.1 Licence Revision Application

3.11.2 Licensed Abattoirs in British Columbia

3.11.3 Licence Renewal Application

3.11.4 Transaction Report

3.11.5 Annual Inventory Report

3.11.1 Licence Revision Application

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

LICENCE REVISION APPLICATION

NOTE: Please complete only those portions that have changed.

1. Name _____ Licence No. _____
(surname) (first) (initial)

Address _____ Farm I.D. No. _____

_____ Telephone _____

Mailing Address (if different from above) _____

Farm Location (if different from above) _____

2. Exact legal description of game farm.

(a) Property tax folio number _____

_____

_____

Land District _____ Parcel identification number _____

(b) Certified or notarized copy of land title attached, or ☐ (check if applicable)

(c) Copy of current B.C. Assessment Authority notice attached ☐

(d) Certified or notarized copy of leasehold agreement attached ☐

3. Development Plan - Required Revision(s)

(a) Species _____ Current Land Size _____ hectares

Projected size after revisions _____ hectares

(b) Facilities drawing: Sketch on back of form or on a separate sheet, description and approximate dimensions of the proposed revisions (include paddocks, pastures, any geographical landmarks, e.g., waterways, hilly terrain, etc.

(c) Other _____

_____

I/we recognize that this application does not imply approval for the requested revision to the current Game Farm Licence. I/we also authorize the Ministry of Agriculture, Fisheries and Food to obtain further information as necessary.

Signature(s) _____ Date _____

Name(s) printed _____

Title(s) _____

Send to:
Ministry of Agriculture, Fisheries and Food
Game Farm Department
808 Douglas Street
Victoria, B.C. V8W 2Z7

FOR OFFICE USE ONLY

B.C.A.A. Confirmation _____

_____

Facilities Sketch _____

Comments _____

_____

Approval _____ Date _____

Original Licence Returned _____ Date _____

Revised Licence Number _____

Approval / Rejection _____

AGR 3410 (91/05)

3.11.2 Licensed Abattoirs in British Columbia

TYPE 1 - FEDERAL

Britco Export Packers Ltd. o/b Meldrum, Garth, 22940 Fraser Highway, Langley, B.C. V3A 4P6

Coastpac Meat Ltd. o/b Dykman, Otta, 1874 Starr Road, R.R. #4, Abbotsford, B.C. V2S 4N4

Intercontinental Packers Ltd., Box 58100, Stn. L, 8950 Shaughnessy Street, Vancouver, B.C. V6P 6E5

J & L Meats Co. Ltd. o/b Baird, James, Box 1225, Station A, 17565 - 65th Avenue, Surrey, B.C. V3S 2B3

Kohler's European Sausage Ltd. o/b Kohler, Sig, 3338 - 272nd Street, Box 17, Aldergrove, B.C. V0X 1A0

Lawrence Meat Packing Co. Ltd. o/b Lafond, Joseph T., 1013-102nd Avenue, Dawson Creek, B.C. V1G 2B9

Pitt Meadows Meats Ltd. o/b Kuiper, Mino J., 18315 Ford Road, Pitt Meadows, B.C. V3Y 1Z1

TYPE 2 - FEDERAL/PROVINCIAL

Grandmaison Beef Farm Ltd. o/b Grandmaison, J.A., R.R. #3, 5175 - 184th Street, Surrey, B.C. V3S 4N9

Hertel Meats Ltd. o/b Hertel, Thomas John, R.R. #1, Site 139, C.6, Port Alberni, B.C. V9Y 7L5

Island Meat Packers Ltd. o/b Chung, Fooney, 350 Island Highway, Victoria, B.C. V9B 1H1

Johnston Packers Ltd. o/b Ball, Don, Box 374, Sardis, B.C. V0X 1X0

Rodear Meats Ltd. o/b Fernie, David, P.O. Box 15, Big Lake, B.C. V0L 1G0

Scott's Meats Ltd. o/b Herfst, Ken, 2310 Scott Road, R.R. #2, Agassiz, B.C. V0M 1A0

TYPE 3 - PROVINCIAL

Braun's Slaughterhouse o/b Braun, Alfred & Karen, 3901 Rowe Road, R.R. #3, Duncan, B.C. V9L 2X1

Brown's Abattoir o/b Brown, Edward T. & Robert J., Box 328, Fernie, B.C. V0R 1M0

C & B Meat Ltd. o/b Clemitson, Robert V., James R., Harry V. and Bill, Mrs. Edna M., Westwold, B.C. V0Z 3B0

Casorso Abattoir o/b Casorso, A.R., Casorso Road, R.R. #6, Kelowna, B.C. V1Y 8R3

Chilako Meats o/b Bucher, Joe, Box 872, Prince George, B.C. V2L 4T7

D. Plecas & Son o/b Plecas, Dan, Site S.W. R.R. #4, Comp 57, Nanaimo, B.C. V9R 5X9

Dunn's Custom Meats o/b Dunn, Allan & Anne, General Delivery, McLure, B.C. V0E 2H0

Empire Meats (1986) Ltd., o/b Graves, Jack, Box 1354, Vernon, B.C. V1T 6M1

Findlay Meats Ltd. o/b Findlay, James & Karen, Box 812, Horse Lake Road, 100 Mile House, B.C. V0K 2E0

Gunter Meats o/b Gunter, Harry & Dennis, R.R. #4, Site 412, Comp 13, Ledingham Road, Courtenay, B.C. V9N 5M9

Haslam Slaughter o/b Haslam, Henry, J., R.R. #4, Site Q3, Nanaimo, B.C. V9R 5X9

Hassard Meats Ltd. D.B.A. & L Meat Processors, 5900 Pickering Road, Site 245, R.R. #2, Comp 9, Courtenay, B.C. V9N 5M9

Home Ranch o/b Regner, Rill, R.R. #1, Nakusp, B.C. V0G 1R0

Horse Lake Enterprises-McKenzie Meats o/b Randell, Stephen L., R.R. #1, Comp 16, Katchmar Road, 100 Mile House, B.C. V0K 2E0

Iceberg Meats o/b Jones, W. Harry, Box 101, Hedley, B.C. V0X 1K0

Johnston's Meats o/b Johnston, Robert B., Box 572, Oliver, B.C. V0X 1T0

Kam Lake View Meats o/b Neal, Charles, S.S. #2, Comp 12, Gardi Road, Kamloops, B.C. V2C 2J3

Lock's Meats o/b Orr, Laurie, 2552 Hastings Street, R.R. #1, Chemainus, B.C. V0R 1K0

Longhorn Farms Ltd. o/b Marshall, William J., 2511 Old Vernon Road, Kelowna, B.C. V1X 6N8

Milne Ranch o/b Milne, Lee, Box 11, Pritchard, B.C. V0E 2P0

Northern Gem Foods Ltd. o/b Peeters, Marcel, R.R. #2, RMD #60, Prince George, B.C. V2N 2H9

Petty's Meat o/b Petty, Bernard, Box 1666, Highway 1, Salmon Arm, B.C. V0E 2T0

Pioneer Meats o/b Hochsteiner, A., & Starkey, B., R.R. #2, Osoyoos, B.C. V0H 1V0

Rainer, Karl, General Delivery, Darfield, B.C. V0E 1R0

Ranchland Packers Ltd., Site 13, Comp 18, R.R. #1, Vernon, B.C. V1T 6L4

Saatchi Meats o/b Saatchi, Saeed & Hamid, R.R. #1, Salmon Arm, B.C. V0E 2T0

Schmidts Meats o/b Martin, Patrick T., 4651 Wilson Road, Duncan, B.C. V9L 4W4

Silver Star Ranch Ltd. o/b Morton, Stewart & Myra, Box 563, Barriere, B.C. V0E 1E0

Sniders Custom Meats o/b Snider, Wesley, R.R. #2, Site 12, Comp 14, Fort St. John, B.C. V1J 4M7

Steiner Meats o/b Steiner, Ueli, R.R. #1, Heffley Creek, B.C. V0E 1Z0

2K Meats o/b Robbins, Keith, R.R. #1, Kneller Road, Falkland, B.C. V0E 1W0

W 5 Hog Farm o/b Watt, James & Louise, Box 56, Canyon, B.C. V0B 1C0

Westholme Farm o/b Quist, Norman D.P., 7824 Westholme Road, Box 42, Westholme, B.C. V0R 3C0

3.11.3 Licence Renewal Application

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

LICENCE RENEWAL APPLICATION

Game Farm Licence No. _____ expires on January 31, 19 _____

Please verify that the information in SECTION 1 is correct and note changes where applicable.

SECTION 1

1. Licensee's name(s) _____

Address _____

_____

Mailing Address (if different from above) _____

_____

Farm Address (if different from above) _____

_____

Telephone _____ Fax _____

2. Exact legal description of game farm.

a) Property tax folio number _____

_____

_____

Land District _____ Parcel identification number _____

3. Species Approved ☐ Fallow Deer ☐ Reindeer ☐ Bison

SECTION 2

To renew the licence:

1. Enclose a cheque or money order payable to the Minister of Finance and Corporate Relations for the sum of $ _____
2. Forward a completed copy of the **Game Farm Annual Inventory Report** (see attached).

SECTION 3

Declaration

I/we have ensured that the Game Farm Annual Inventory Report is accurately completed. Additionally, the information in SECTION 1 accurately reflects the game farm. I/we have enclosed a cheque or money order payable to the Minister of Finance and Corporate Relations for the sum of $100.

Name(s) (please print) _____ Date _____

Title(s) _____ Signature _____

Send to:
Ministry of Agriculture, Fisheries and Food
Game Farm Department
808 Douglas Street
Victoria, B.C. V8W 2Z7

FOR OFFICE USE ONLY

Renewal Fee $ _____ Received _____

Annual Inventory Report _____

Transaction Report _____

Comments _____

_____

Approved _____ Date _____

AGR 3411 (91/05)

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

Page _____ of _____

TRANSACTION REPORT

Name _____

Mailing Address _____

Postal Code _____ Telephone _____

Farm Address (if different from above) _____

Licence No. _____

Farm I.D. No. _____

Species _____

Reporting Quarter ☐ 1st ☐ 3rd ☐ 2nd ☐ 4th

Transaction Date	Animal Identification		Live Animal Additions				Live Animal Deletions				Abattoir Utilized	Import Permit Number	Buyer or Seller
	Sex	Registration No.	B	P	I	R	M	S	E	K			Name, Address or Licence No.
TOTALS													

LEGEND

B - Born	M - Mortality
P - Purchased	S - Sold
I - Imported	E - Exported
R - Replacement Tag	K - Slaughtered

YEAR CODES FOR REGISTRATION

1990 - Z	1998 - F
1991 - A	1997 - G
1992 - B	1998 - H
1993 - C	1999 - J
1994 - D	2000 - K
1995 - E	2001 - L

HERD INVENTORY

	Males		Females		Total
Current Quarter	_____	+	_____	=	_____
Previous Quarter	_____	+	_____	=	_____
Net Difference	_____	+	_____	=	_____

BY-PRODUCTS

Velvet/antlers sold _____ kg.

Buyer's Name & Address _____

_____

I/we certify that the above is accurate and reflects the current game farm status.

Signature _____

Date _____ 19 ____

FOR OFFICE USE ONLY

Comments _____

_____

Approved / Signature _____

Date _____ 19 ____

AGR 3412 (91/06)

Transaction Date	Animal Identification		Live Animal Additions				Live Animal Deletions				Abattoir Utilized	Import Permit Number	Buyer or Seller
	Sex	Registration No.	B	P	I	R	M	S	E	K			Name, Address or Licence No.

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

Page _____ of _____

ANNUAL INVENTORY REPORT

Name _____

Mailing Address _____

Postal Code _____ Telephone _____

Farm Address (if different from above) _____

Licence No. _____

Farm I.D. No. _____

Species _____

ANIMAL IDENTIFICATION

SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.
SUB TOTAL		SUB TOTAL		SUB TOTAL		SUB TOTAL		SUB TOTAL		SUB TOTAL		SUB TOTAL	

FARM INVENTORY AS OF JANUARY 31, 19 _____

TOTALS: Male _____

Female _____

Total _____

Unused eartags, numbers _____ to _____

PROJECTED INVENTORY FOR NEXT FISCAL YEAR

Males _____

Females _____

Total _____

I/we certify that the above is accurate and reflects the current game farm status.

Signature _____

Date _____ 19 _____

FOR OFFICE USE ONLY

Comments _____

Approved / Signature _____

Date _____ 19 _____

AGR 3403 (91/05)

ANIMAL IDENTIFICATION

SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.	SEX	REGISTRATION NO.

4. HEALTH, IMPORTATION, EXPORTATION & TRANSPORTATION

4.1 Health Requirements

Game farming in British Columbia raises concerns about disease and genetic contamination that could possibly affect wildlife or domestic livestock. To minimize this risk, health standards have been established by the Chief Veterinarian for British Columbia.

All licencees proposing importations to British Columbia, except for the animals' *immediate* slaughter, must:

- have an IMPORT PERMIT;
- have a HEALTH CERTIFICATE; and
- comply with the Veterinary Directorate of Agriculture Canada (see Appendix 4.5.3).

IMPORT PERMIT and HEALTH CERTIFICATE applications are available from the Game Farm Department.

1. **IMPORT PERMIT**

   - An IMPORT PERMIT must be received at least *60 days prior to the proposed importation.*

     Note: Import Permits are not required for specific species originating from a few designated areas where the health status has received prior approval. A HEALTH CERTIFICATE is still required. Please check with the Chief Veterinarian or Game Farm Department for further information.

   - Notice of acceptance or rejection will be indicated within 30 days of receipt of application.

   - As a condition of the IMPORT PERMIT, a HEALTH CERTIFICATE must be completed by a practicing veterinarian at the site of origin.

The IMPORT PERMIT (see Appendix 4.5.1) requires the following:

(a) Importer - name, licence number, farm location

(b) Exporter - name, farm location and health status

(c) Date of shipment/arrival

(d) Animals - species and number

(e) Chief Veterinarian authorization/date

(f) Additional conditions

(g) Import number and date.

2. **HEALTH CERTIFICATE**

   - A HEALTH CERTIFICATE must be completed and forwarded by a veterinarian at the animal's point of origin to the Animal Health Centre, Ministry of Agriculture, Fisheries and Food, 1874 Gladwin Road, Abbotsford, B.C. V2S 4N8, Attention: Dr. Ron Lewis.

The HEALTH CERTIFICATE must be received at least *14 days prior to importation.*

The HEALTH CERTIFICATE (see Appendix 4.5.2) requires the following:

(a) Import Permit number

(b) Importer - name, licence number, farm location

(c) Exporter - name and site of origin

(d) Date of shipment/arrival

(e) Animals - species, number, sex, age, registration number

(f) Veterinarian name and certification

(g) Conditions as indicated on Import Permit.

Other import requirements are detailed in following sections.

*** *Never compromise the health of your herd.* Be particularly certain that the stock you are importing is *disease-free.* ***

4.2 Importation

The following requirements are necessary for obtaining animals from within and outside British Columbia:

4.2.1 Animals Purchased From Within British Columbia

There are no health requirements for the purchase of game animals in this category.

The introduction of the game animal to the farm must be reported on the TRANSACTION REPORT under this category. Be sure that the seller holds a current British Columbia Game Farm Licence or Wildlife Permit and that the animals have been tagged with British Columbia registration eartags. Ask the seller for his British Columbia Game Farm licence number and record the registration number for each animal purchased. This information is needed to complete your TRANSACTION REPORT.

4.2.2 Animals Purchased Within Canada

Apply for an IMPORT PERMIT. Do not assume that all importations are acceptable.

If proposed import receives *conditional approval* by the Chief Veterinarian, a HEALTH CERTIFICATE must be completed by a licensed veterinarian at the point of origin declaring the animals to be clinically free from infectious disease. This certification is to be obtained at the licencee's expense and sent to the Animal Health Centre at least 14 days prior to importation of the animals. If approved, the IMPORT PERMIT will be issued. The licencee may be required to provide treatment(s) as recommended by the Chief Veterinarian.

For the interim, licencees raising reindeer must comply with specific conditions as outlined in Importation Conditions (4.2.4).

The licensee is to have each animal eartagged with British Columbia registration numbers and to have each animal treated with an anthelmintec (parasite control agent). For example, ivermectin at the dose level recommended by a licensed veterinarian at least two weeks prior to the date of importation.

A copy of the IMPORT PERMIT and HEALTH CERTIFICATE must accompany the shipment of animals into British Columbia.

4.2.3 Animals Purchased Outside of Canada

The requirements for 4.2.2 above must be met and additionally, the licensee must apply for and receive a *Federal Import Permit*. This can be done through the Veterinary Inspection Directorate, Agriculture Canada, Post Office Box 2526, 203-620 Royal Avenue, New Westminster, B.C. V3L 5A8, Attention: Dr. Olson, telephone 666-7500 (See Appendix 4.5.3 - Agriculture Canada).

Important Note: When a game animal is to be imported from a source other than from Continental North America, it *must not* have been treated with ivermectin within four months prior to shipment. The animal may be treated with ivermectin *immediately after* the Agriculture Canada veterinary inspectors have completed fecal examinations during quarantine.

If Agriculture Canada requires game animals to be placed in quarantine prior to being imported, it is suggested that licencees take this opportunity to meet the British Columbia *health and identification* requirements. This may minimize any expenses and inconveniences incurred for these services.

4.2.4 Importation Conditions

1. Prior to importation to a game farm in British Columbia, animals must be certified free of the following diseases:

   (a) **Brucellosis.** Animal certified negative by Agriculture Canada within 60 days prior to importation;

   (b) **Tuberculosis.** Animal certified negative by Agriculture Canada within 60 days prior to importation;

   (c) **Johne's disease**. Animals may be imported if this disease has not been diagnosed;

(d) **Anaplasmosis** and **Bluetongue.** Animals certified negative by Agriculture Canada within 60 days prior to importation.

2. Fallow deer may not be imported from *Parelaphostrongylus tenuis (P. tenuis)* enzootic areas. *P. tenuis* enzootic areas are as follows: all provinces east of Saskatchewan and all U.S. States east of North Dakota, South Dakota, Nebraska, Kansas and New Mexico (see attached map - Appendix 4.5.4).

3. QUARANTINE

The following quarantine conditions apply unless previously exempted by the Chief Veterinarian:

(a) imported animals (unless previously exempted by the Chief Veterinarian) shall be held in quarantine for a period of not less than 60 days to ensure that no named disease is present;

(b) all game animals must be examined by a licensed B.C. veterinarian at the completion of the quarantine period to ensure that no named disease is present;

(c) any animal that dies during the quarantine period must be necropsied by a veterinarian (exempt from this condition if the licencee is under Agriculture Canada quarantine). The appropriate tissues are to be submitted to the Animal Health Centre in Abbotsford, B.C.; and

(d) the Animal Health Centre is to be advised of any deaths within seven days.

4.2.5 Special Conditions

REINDEER

The following conditions are imposed specifically for the disease *Besnoitiosis*. A research project on this disease completed April 30, 1991 demonstrated no evidence of disease transmission to domestic livestock or mule deer under the conditions of this trial. However, since the study did not demonstrate conclusively that the disease cannot be transmitted, the following conditions will apply until such time as the Chief Veterinarian determines the disease does not pose a significant threat.

(a) On arrival at destination, the animals must be clinically examined for *Besnoitiosis*. The examining veterinarian must be certified by the Chief Veterinarian for *Besnoitiosis* identification. (See Appendix 4.5.5 - Accredited Veterinarians.)

(b) Affected animals must be identified. It is recommended that clinically affected animals be kept separate from the main herd.

(c) Reindeer must be examined by a certified veterinarian for *Besnoitiosis* before being moved to another site in British Columbia (the Peace River) except to slaughter.

(d) Fly repellent tags are strongly recommended and should be placed in ears before the fly season commences (May 1).

(e) Reindeer must not be allowed to intermingle with any other species of wild or domestic ungulates.

(f) Precautions must be taken to prevent the contact of reindeer and feed supplies within the licenced facilities with domestic or wild carnivores.

(g) It is recommended that reindeer that die during the quarantine period should be necropsied by a veterinarian. It is further recommended that appropriate tissues be submitted to the Animal Health Center in Abbotsford, B.C.

Carcasses must be rendered or burned to prevent scavenging. Meat must not be used as a food source for domestic or wild carnivores or birds.

(h) If *Besnoitiosis* becomes a significant disease problem, the Ministry retains the option to require destruction and disposal of affected animals.

(i) Any other conditions that the Chief Veterinarian may from time to time deem necessary.

4.2.6 General Conditions

1. A licensee shall ensure that *cervid* stocking densities do not exceed levels which result in poor animal welfare. Without limiting the above, densities on game farms must not exceed *25 adult animals per hectare (10/acre).*
2. A licensee shall ensure that dehorning, antler removal, castration and other game animal handling and husbandry procedures are conducted in a humane manner by experienced individuals using proper equipment and accepted techniques.

All inquiries regarding Sections 4.1 and 4.2 should be directed to the Chief Veterinarian in Abbotsford.

4.3 Exportation

The only requirement for exporting live game farm animals out of province is to report their transfer on your TRANSACTION REPORT.

Other provinces have specific import requirements. The onus is on the exporter and importer to meet the requirements before the shipping takes place.

If game animals are being shipped out of country, contact the nearest office of Agriculture Canada, Veterinary Directorate for any instructions that may be required.

4.4 Transportation

4.4.1 Documentation

Any shipment or movement of game farm animals in British Columbia must be accompanied by:

1. A Livestock Manifest (FORM 3 - see Appendix 4.5.6) as outlined in the Livestock Brand Act; or
2. A BILL OF LADING.
3. Agriculture Canada– CAPTIVE WILD UNGULATE MOVEMENT PERMIT. This permit is required by Agriculture Canada for all game farm movements. Please contact your nearest Agriculture Canada office for details (see Appendix 4.5.3.4).

A supply of the FORM 3 can be obtained from British Columbia Brand Inspectors or the Recorder of Brands office in Kamloops, B.C. at 828-4677.

An IMPORT PERMIT and HEALTH CERTIFICATE *must accompany* all shipments originating from outside of British Columbia.

4.4.2 Movements

1. Transporters must have adequate *locking doors* on the container portion of the vehicle to prevent accidental opening; and
2. Transportation of animals must be done humanely and meet the standards as set out in the federal regulations under the *Health of Animals Act* (Canada) (see Appendix 4.5.3.6).

Commercial livestock transporters are suitable for moving game animals. The body of the truck should have a stable, non-skid floor surface and provide adequate, dry bedding e.g., shavings (not sawdust) or straw. It is advisable to minimize the light when shipping fallow deer.

Relative to the federal statute above, animals must be separated by sex and dehorned/deantlered prior to shipment.

Game animals require good air circulation with adequate floor space allotted each animal. The vehicle should be stopped periodically to check the condition of the animals.The licencee shall comply with conditions for maximum travel times for animals in transit. Contact Agriculture Canada for information prior to scheduling movements.

4.5 Appendices

4.5.1 Import Permit

4.5.2 Health Certificate

4.5.3 Agriculture Canada

- 4.5.3.1 Agriculture Canada - Application for Permit to Import Animals
- 4.5.3.2 Agriculture Canada - Wildlife Import Policy
- 4.5.3.3 Agriculture Canada - Captive Wild Ungulates - Policy
- 4.5.3.4 Agriculture Canada - Movement Regulations (January 1990)
- 4.5.3.5 Agriculture Canada - Quarantine - Import Fallow Deer
- 4.5.3.6 Agriculture Canada - Part XII - Transportation of Animals

4.5.4 Map Showing *P. tenuis* Enzootic Areas

4.5.5 List of Besnoitia Accredited Veterinarians

4.5.6 Livestock Brand Act Manifest (Form 3)

4.5.1 Import Permit

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

IMPORT PERMIT

IMPORTER

Name _____

Mailing Address _____

_____

Farm Address (if different from above) _____

Telephone _____

Species to be imported _____

Date of importation _____

Import Permit No. _____

Licence No. _____

Farm I.D. No. _____

Agriculture Canada Import Permit No.
(if applicable) _____

No. head: _____

EXPORTER

Name _____

Farm Address _____

_____

_____
(province / state, country)

Has this herd experienced any disease? ☐ YES ☐ NO

Please Specify _____

_____

_____

I BELIEVE THE ABOVE IS ACCURATE AND TRUE and acknowledge that this application is cancellable at any time by the Chief Veterinarian. I further acknowledge that a B.C. Game Farm Health Certificate is required before animals may be imported into British Columbia.

_____ _____
Applicant's Signature Date

Applicant's Name (printed): _____

FOR GOVERNMENT USE ONLY

Conditional Authorization ☐ YES ☐ NO

Comments _____

_____

Health Certificate received and approved ☐ YES ☐ NO Import Permit forwarded (date)) _____

Comments _____

_____

_____ _____
Chief Veterinarian Authorization Date

AGR 3406 (91/05)

4.5.2 Health Certificate

Province of British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

HEALTH CERTIFICATE

IMPORTER

Name _____ Health Certificate No. _____

Mailing Address _____ Import Permit No. _____

_____ Licence No. _____

Farm Address (if different from above) _____ Farm I.D. No. _____

Telephone _____

Species to be imported _____ No. head: _____

Date of importation _____

EXPORTER

Name _____

Farm Address _____

_____

_____
(province / state, country)

ANIMALS EXAMINED FOR CERTIFICATE
(USE REVERSE SIDE FOR ADDITIONAL SPACE)

Sex	Age	Registration Number	Sex	Age	Registration Number

I have inspected the above animals and certify them to be free of infectious disease.

_____ _____
Veterinarian's Signature Date

Veterinarian's Name (printed): _____ Telephone: _____

Address: _____

FOR GOVERNMENT USE ONLY

Health Certificate received (date) _____

Import Permit issued ☐ YES ☐ NO Date of issue _____

Comments _____

_____ _____
Chief Veterinarian Authorization Date

AGR 3402 (91/09)

ANIMALS EXAMINED FOR CERTIFICATE

Sex	Age	Registration Number	Sex	Age	Registration Number

4.5.3 Agriculture Canada

As outlined in 4.2.3, *Animals Purchased Outside of Canada*, Agriculture Canada plays a vital role in ensuring that the health of Canadian animals are maintained and protected. Two responsibilities of Agriculture Canada affect Game Farming in British Columbia:

1. Animal Health:
   Legislation includes the Health of Animals Act and the Animal Disease and Protection Regulations made pursuant to that Act. Under this Act, the health of Canadian animals is maintained and protected, particularly with regard to reportable diseases such as brucellosis and tuberculosis. As well, the status of imported animals is regulated.
2. Meat Hygiene:
   Federally registered slaughtering and processing establishments operate under the Meat Inspection Act and Regulations. All of these establishments are supervised by veterinarians and inspectors who inspect animals on arrival and after slaughter. As well, slaughter is required to be humanely carried out and plant facilities must meet federal standards.

The following policies are in force by Agriculture Canada and should further information be required, please contact Agriculture Canada in New Westminster.

4.5.3.1 Agriculture Canada — Application for Permit to Import Animals

Agriculture
Canada

Food Production and Inspection Branch
Animal Health Division

Direction générale, Production et inspection des aliments
Division de la protection de la santé des animaux

APPLICATION FOR PERMIT TO IMPORT ANIMALS

DEMANDE DE PERMIS POUR IMPORTER DES ANIMAUX

Name of applicant – *Nom du requérant*	
Address – *Adresse*	Telephone – *Téléphone*
Species and no. of animals – *Espèces et nº d'animaux*	
Country of origin – *Pays d'origine*	
Date of shipment – *Date d'expédition*	Port of embarkation – *Port d'embarcation*
Date of arrival – *Date d'arrivée*	Port of landing – *Port d'arrivée*

Date	Place – *Endroit*

Witness – *Témoins*

Signature of applicant – *Signature du requérant*

AGR 1551 (81/07)

Canada

4.5.3.2 Agriculture Canada - Wildlife Import Policy

Following consultations with Provincial Wildlife officials, it was decided to include conditions in the import protocol for deer to prevent the entry of the tissue worm, *Elaphostrongylus cervi*. *Elaphostrongylus cervi* is known to be present only in Newfoundland and not in Mainland Canada.

Private quarantine sites are allowed for deer from New Zealand and Great Britain and will be considered for Australia, Denmark, Sweden, Norway, Finland and Iceland if requested.

Deer are subjected to at least one test (fecal) in the country of origin and three further tests in the Canadian quarantine station with a minimum interval of 40 days between each test.

In the case of New Zealand and Great Britain, the retests in Canada have been reduced to two for fallow deer since they are known to be somewhat refractory to *E. cervi*.

Operations Directorate veterinarians are advised to take action at the quarantine site to eliminate slugs and snails which are the intermediate host of *Elaphostrongylus cervi*.

Deer are also tested for tuberculosis, brucellosis, paratuberculosis and receive treatments with dihydrostreptomycin to reduce the risks posed by leptospirosis.

The animals also receive a treatment for external parasites and ivermectin must be administered prior to the release from the Canadian quarantine station.

Paralaphostrongylus cervi is known to exist in both the United States and Canada. Therefore, testing for that disease is not a requirement for deer to Canada from the United States.

Effective November 22, 1991, any animals of the cervidae or camelidae families were prohibited from import from the United States. This prohibition order was put in place to prevent any possibility of tuberculosis being introduced in these species imported from the United States. It is expected that the prohibition order will be replaced with regulations which will permit importation if an import permit is issued.

For all countries other than the United States, an import permit is required.

4.5.3.3 Agriculture Canada - Captive Wild Ungulates - Policy

An active disease surveillance program was established for captive wild ungulates in Canada for the eradication of *Brucella abortus* (Brucellosis) and *Mycobacterium bovis* infections (Tuberculosis) in these species by test and slaughter with compensation:

1. To prevent the spread of disease to domestic livestock;
2. Pay compensation for captive wild ungulates which may be ordered destroyed, based on market value of each animal, and maximum amounts which may be set as regulations under the Health of Animals Act.

The Ungulate Movement Regulations came into effect on January 2, 1991. The regulations define "ungulate" as an animal other than a domestic cow, sheep, goat or pig that is a member of the order Actiodactyla (have on even number of toes). Under these regulations, no person shall without a movement permit issued by the District Veterinarian, Agriculture Canada, move or cause to be moved any ungulate from a place in Canada to any other place in Canada. Such a movement permit shall be issued where the District Veterinarian is satisfied, based on an assessment of the ungulate and its herd of origin, including, in the case of game farmed species, a test for brucellosis and tuberculosis of the ungulate and the herd, that the animal will not propagate tuberculosis or brucellosis.

4.5.3.4 Agriculture Canada - REGULATIONS RESPECTING THE MOVEMENT BY PERMIT OF CERTAIN UNGULATE ANIMALS TO OR FROM ANY PLACE IN CANADA

90-995-01
(SOR/DORS)

Short Title

1. These Regulations may be cited as the Ungulate Movement Regulations.

Interpretation

2. In these Regulations, "ungulate" means an animal, other than a domestic cow, sheep, goat or pig, that is a member of the order Artiodactyla.

Prohibition

3. (1) No person shall, without a movement permit issued under section 4, move or cause to be moved any ungulate from a place in Canada to any other place in Canada.

(2) Every person who moves an ungulate from a place in Canada to any other place in Canada under a movement permit referred to in subsection (1) shall comply with the conditions set out in the permit.

Movement Permit

4. (1) Every person who wishes to move an ungulate from a place in Canada to any other place in Canada shall apply to a veterinary inspector for a movement permit in respect of the ungulate and shall include in the application the information set out in paragraphs (3) (a) to (c).

(2) A veterinary inspector shall issue a movement permit in respect of an ungulate to an applicant where the veterinary inspector is satisfied, based on an assessment of the ungulate and its herd of origin, including, where applicable, tests of the ungulate and the herd, that the ungulate, if moved from a place in Canada to any other place in Canada, will not propagate tuberculosis or brucellosis.

(3) A movement permit referred to in subsection (2) shall be valid for not more than 30 days and shall include:

(a) the name, address and telephone number of the consignee and consignor of the ungulate and the location to which and from which the ungulate is to be transported;

(b) the name, address and telephone number of the person or carrier that will transport the ungulate;

(c) the age, sex and species of the ungulate and its Health of Animals ear tag number;

(d) the conditions with which the applicant is required to comply in moving the ungulate under the permit; and

(e) expiration date of the permit.

Retention of Movement Permit

5. Every person to whom a movement permit is issued shall keep the permit for not less than two years after the date of issue thereof and shall, on the request of an inspector during that two year period, make that permit available to the inspector during regular working hours for the purpose of examining, making copies of or taking extracts from the permit.

4.5.3.5 Agriculture Canada - Quarantine - Import Fallow Deer

Due to the difficulty in controlling the slug population at quarantine sites; in the Fraser Valley, and since slugs are the intermediate pest for Elaphostrongylus cervi, import deer will no longer be allowed to be quarantined in this general area until further notice. If in the future methods are devised to control slugs or if it is determined that the control is unnecessary, this restriction will be lifted.

4.5.3.6 Agriculture Canada - PART XII - Transportation of Animals

Federal regulations are in place in the Animal Disease and Protection Regulations made pursuant to the Health of Animals Act. Inspectors may stop any vehicle carrying animals and inspect any animals being transported.

In summary, the regulations:

- restrict movement of sick, pregnant and unfit animals
- outline the basics in loading and unloading equipment and procedures
- prohibit overcrowding

- states what types of animals may travel together or must be segregated
- prohibit transport if undue suffering is likely to occur
- require facilities to protect from extremes of weather
- provide for food, water and rest provisions
- require that records be kept

Application

136. This Part applies to the transportation of animals entering or leaving Canada or within Canada.

Animals Subject to Inspection

137. Every animal transported by railway car, motor vehicle, aircraft or vessel shall be subject to inspection at all times by an inspector.

Sick, Pregnant and Unfit Animals

138.(1) No air carrier or sea carrier shall take on board for exportation out of Canada an animal affected with or suffering from a communicable disease.

(2) Subject to subsection

(3) no person shall load on any railway car, motor vehicle, aircraft or vessel and no carrier shall transport an animal.

(a) that by reason of infirmity, illness, injury, fatigue or any other cause cannot be transported without undue suffering during the expected journey;

(b) that has not been fed and watered within 5 hours before being loaded, if the expected duration of the animal's confinement is longer than 24 hours from the time of loading; or

(c) if it is probable that the animal will give birth during the journey.

(4) No railway company or motor carrier shall continue to transport an animal that is injured or becomes ill or otherwise unfit for transport during a journey beyond the nearest suitable place at which it can receive proper care and attention.

Loading and Unloading Equipment

139.(1) An animal being loaded or unloaded by a carrier shall not be beaten and only a goad or a prod of a pattern approved by the Minister may be used.

(2) An animal shall not be loaded or unloaded by a carrier in a way likely to cause injury or undue suffering to it.

(3) Every ramp, gangway, chute, box or other apparatus used by a carrier in loading or unloading animals shall be so maintained and used as not to cause injury or undue suffering to animals and where livestock is loaded or unloaded by a ramp, gangway, chute or other apparatus, the slope shall not be greater than 45 degrees.

(4) Every ramp and gangway used by a carrier in loading or unloading animals shall have sides of sufficient strength and height to prevent animals from falling off the ramp or gangway.

(5) Every ramp used by a carrier in loading or unloading animals shall be so placed that no unprotected gap exists between the ramp or either side thereof and the railway car, motor vehicle, vessel or aircraft.

(6) Subject to subsection (7), every motor vehicle and aircraft in which livestock is transported shall be provided by the carrier with a loading gate or chute that is

(a) fitted with safe and secure footholds; and

(b) suitable for the loading and unloading of livestock.

Prohibition of Overcrowding

140.(1) No person shall load or cause to be loaded any animal in any railway car, motor vehicle, aircraft, vessel, crate or

container if, by so loading, that railway car, motor vehicle, aircraft, vessel, crate or container is crowded to such an extent as to be likely to cause injury or undue suffering to any animal therein.

(2) No carrier shall transport any animal in any railway car, motor vehicle, aircraft, vessel crate or container that is crowded to such an extent as to be likely to cause injury or undue suffering to any animal therein. SOR/82-59, s.11.

Segregation

141.(1) Subject to this section, no person shall load on any railway car, motor vehicle, aircraft or vessel and no carrier shall transport animals of different species or of substantially different weight or age unless those animals are segregated.

(2) Subsection (1) does not apply to a female animal and its suckling offspring.

(3) Every cow, sow or mare with its suckling offspring shall be segregated from all other animals during transport.

(4) Animals of the same species that are incompatible by nature shall be segregated during transport.

(5) Groups of bulls, de-tusked boars, rams and goat bucks, if mature, shall be segregated from all other animals during transport.

(6) Every mature boar that has not been de-tusked and every mature stallion shall be segregated from all other animals during transport.

(7) An equine shall, unless its hind feet are unshod, be segregated from other equines during transport.

(8) Every equine over 14 hands in height shall be segregated from all other animals during transport by air.

(9) Every mature bull shall be securely tied during transport by air.

(10) Every horse shall be segregated from all other animals during transport by sea. SOR/80-428.s12.

142. No carrier shall allow animals to be transported in a railway car, motor vehicle, aircraft or vessel unless

(a) each animal is able to stand in its natural position without coming into contact with a deck or roof; and

(b) provision is made for the drainage or absorption of urine from all decks or levels.

Protection of Animals From Injury or Sickness

143.(1) No carrier shall transport any animal in a railway car, motor vehicle, aircraft, vessel or container if injury or undue suffering is likely to be caused to the animal by reason of

(a) inadequate construction of the railway car, motor vehicle, aircraft, vessel, container or any part thereof;

(b) insecure fittings, the presence of bolt-heads, angles or other projections;

(c) the fittings or other parts of the railway car, motor vehicle, aircraft, vessel or container being inadequately padded, fenced off or otherwise obstructed;

(d) undue exposure to the weather; or

(e) inadequate ventilation.

(2) Subject to subsection (3), every railway car, motor vehicle, aircraft or vessel used to transport livestock shall be

(a) strewn with sand or fitted with safe and secure footholds for the livestock; and

(b) littered with straw, wood shavings or other bedding material.

(3) Where livestock is expected to be confined in a railway car, motor vehicle or aircraft for not more than 12 hours, the railway car, motor vehicle or aircraft need only meet the requirements of paragraph (2)(a) or (b).

(4) Every sea carrier who takes an equine on board a vessel for exportation out of Canada where the voyage is to be made

during the period from November 1st to the following March 31 shall provide and maintain such facilities and equipment on board the vessel as will ensure that the equine does not become ill from sea-sickness due to rough seas during the voyage.

Containers

144.(1) Every container used in the transportation of animals shall be so constructed and maintained that

(a) animals therein may, where required, be fed and watered without being removed therefrom;

(b) animals therein may be readily inspected; and

(c) the escape of any liquid or solid waste therefrom is prevented.

(2) Subject to subsection (4), every container used in the transportation of animals shall be equipped with a sign or symbol indicating

(a) the presence of live animals therein; and

(b) the upright position of the container.

(3) Every container used in the transportation of animals shall be so secured to the railway car, motor vehicle, aircraft or vessel in which it is carried as to prevent it from being displaced during transportation.

(4) Subsection (2) does not apply to a container if all animals therein are readily visible from outside.

Protective Facilities

145. Every carrier shall, at every place where animals are loaded or unloaded for food, water and rest, maintain or have access to facilities at which such animals may be fed, watered and cared for and that provide protection from extremes of weather.

Food and Water for Animals in Transit

148.(1) Subject to subsections (2), (3) and (7), no carrier shall confine in a railway car, motor vehicle, aircraft or vessel

(a) equines, swine or other monogastric animals for longer than 36 hours; or

(b) cattle, sheep, goats or other ruminants for longer than 48 hours.

(2) Subsection (1) does not apply to ruminants that will reach their final destination in Canada where they may be fed, watered and rested without being confined longer than 52 hours.

(3) Chicks of any species shall not be confined without food and water for longer than 72 hours from the time of hatching.

(4) Livestock that is unloaded from a railway car, motor vehicle, aircraft or vessel to be fed, watered and rested before the livestock is re-loaded, shall be unloaded into a pen, rested for not less than five hours, provided with an ample quantity of suitable food and potable ice-free water, and before the livestock is re-loaded, the floor of the railway car, motor vehicle, aircraft or vessel shall be littered with straw, wood shavings or other bedding material.

(5) A pen in which livestock is unloaded pursuant to subjection (4) shall provide

(a) sufficient space for all the livestock to lie down at the same time;

(b) properly designed racks and troughs for feeding and watering the livestock;

(c) well-drained and clean floors of concrete or gravel that provide safe footing;

(d) an adequate amount of straw or other litter to bed the livestock; and

(e) protection from inclement weather.

(7) Subsection (1) does not apply to animals if

(a) the railway car, motor vehicle,

aircraft or vessel is suitable equipped to feed, water and rest the animals; and

(b) the animals are fed, watered and rested at intervals of not more than 48 hours in the case of ruminants and not more than 36 hours in the case of monogastric animals.

Special Food for Calves

149. Every railway company, motor carrier and air carrier shall provide suitable food and water at intervals of not more than 18 hours for calves transported in a railway car, motor vehicle or aircraft if the calves are too young to be fed exclusively on hay and grain.

Records

151.(1) Every railway company and motor carrier engaged in the extra-provincial or international transportation of livestock for hire and every air carrier engaged in the extra-provincial or international transportation of animals for hire shall keep a record of every railway car, motor vehicle or aircraft in which animals are transported extra-provincially or internationally showing, with respect to each shipment of livestock carried by rail or motor vehicle and with respect to each shipment of animals carried by air,

(a) the name and address of the shipper;

(b) the name and address of the consignee;

(c) the number, description and gross weight of the livestock or other animals;

(d) the identifying number of the railway or registration number of the motor vehicle;

(d.1) the number of square metres or square feet of floor area in the railway car, motor vehicle or aircraft that is being used to transport the livestock or other animals;

(e) the time when, date on which and place where the livestock or other animals came into the carrier's custody;

(f) the time when, date on which and place where the livestock or other animals were fed, watered and rested while in the carrier's custody;

(g) the time when, date on which and place where the livestock or other animals were unloaded at destination;

(h) the name and address of the driver of the motor vehicle in which the livestock or other animals were transported; and

(i) the date on which and place where the motor vehicle was last cleaned and disinfected.

(2) A copy of the record referred to in subsection (1) shall accompany every shipment of livestock or other animals and shall be produced to an inspector on his request by the carrier or person in charge of the shipment.

(3) Every person to whom subsection (1) applies shall

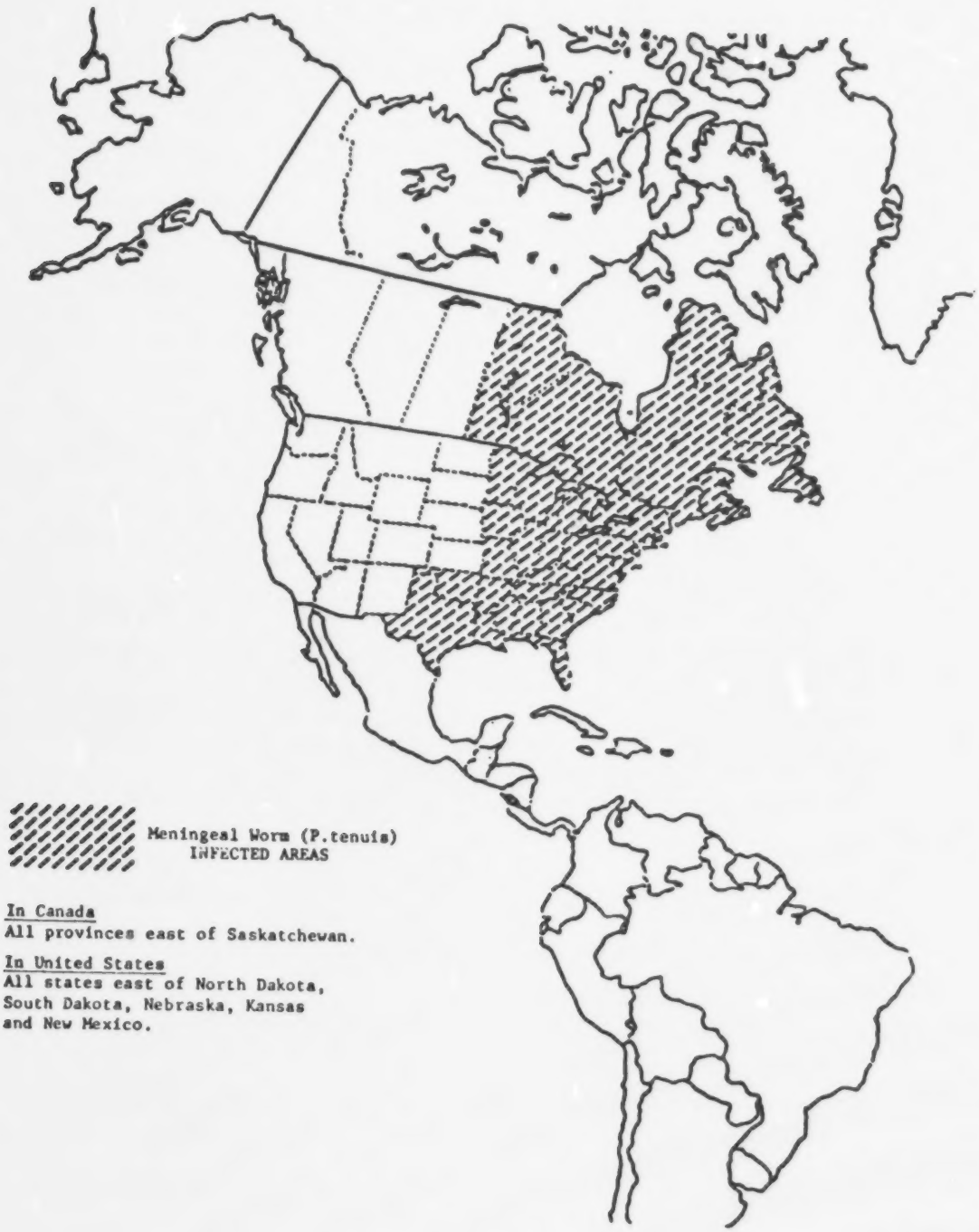
(a) keep the record referred to in subsection (1) for a period of two years from the date on which the animals, for which the record is being kept, are shipped;

(b) provide to an inspector at all reasonable times during the period referred to in paragraph (a) the record referred to in subjection (1) for examination, the taking of extracts therefrom and the making of copies thereof; and

(c) upon receipt of a written request by an inspector, provide to the inspector, in a form approved by the Minister, the information contained in the record referred to in subsection (1) relating to the shipment of animals specified in the request.

(4) Where bovines are included in a shipment referred to in subsection (1), there shall be attached to the record referred to therein a copy of the licence referred to in section 77 or of the certificate referred to in paragraph 78(1)(b), which copy shall be regarded as a part of the record for the purposes of this section. SOR/78-597,s.15; SOR/79-839, s.33;SOR/80-516, s.13; SOR/82-590,s.12

4.5.4 Map Showing *P. tenuis* Enzootic Areas



4.5.5 List of Besnoitia Accredited Veterinarians

CHETWYND

Drs. T.R. Reeves and P. Reeves
Telephone: 788-9374

DAWSON CREEK

Dr. B.A. Ross
Telephone: 782-1080

Dr. B. Terrane
Telephone: 782-4017

FORT ST. JOHN

Drs. R.F. Wood, B.L. Thiessen and C.A. Murdoch
Telephone: 785-4578

4.5.6 Livestock Brand Act Manifest (Form 3)

Province of British Columbia Ministry of Agriculture and Fisheries

LIVESTOCK BRAND ACT

MANIFEST

FORM 3 No.496052F

PHONE NO

DATE 19

OWNER'S NAME _____
(PRINT NAME AND ADDRESS CLEARLY)

ADDRESS _____

LOADED AT _____

CONSIGNED TO _____

ADDRESS

NUMBER	* TYPE OF ANIMAL	COLOUR	BRAND & LOCATION		OTHER BRAND & LOCATION		QTY OF MEAT BY
	TOTAL NO. OF LIVESTOCK	REMARKS					

* INDICATE PROPER SYMBOL AS PER CHART

OWNER OR AGENT'S SIGNATURE _____

TRUCKER'S SIGNATURE _____

TRUCKER'S ADDRESS _____ VEHICLE LICENCE NUMBER _____

RECEIVER'S SIGNATURE _____ BRAND INSPECTOR _____

AGR 1764 REV. 86/3

BRAND INSPECTOR

5. RESOURCES

5.1 List of Contacts

The following appendices denote the four game farm associations represented in the province.

Information regarding technical issues, membership, general husbandry and other data can be obtained by contacting each association secretary. Further information may be obtained from the Provincial Game Farm Operations Manager in Victoria at (604)356-1677.

5.1.1 Associations

B.C. GAME FARM ASSOCIATIONS

BRITISH COLUMBIA FALLOW DEER ASSOCIATION
Telephone: (604) 453-2458
Gordon Parke President (1991)
Box 159, Cache Creek, B.C. V0K 1H0

BRITISH COLUMBIA INTERIOR BISON ASSOCIATION
Telephone: 672-9959
Mel Matthews, President
P.O. Box 197
Barriere, B.C. V0E 1E0

PEACE COUNTRY BISON ASSOCIATION
Telephone: (604) 843-7782
Ross Carlson, President (1991)
General Delivery
Arras, B.C. V0C 1B0

PEACE COUNTRY REINDEER ASSOCIATION
Telephone: (604) 759-4542
Gary Sewell, President (1991)
R.R. #2, Dawson Creek, B.C. V1G 4E8

OTHER GAME FARM ASSOCIATIONS

ALBERTA GAME GROWERS ASSOCIATION
Telephone: (403) 962-6212; Fax: (403) 962-9251
Ed Lakusta, President
Box 3299
Spruce Grove, Alberta T7X 3A6

AMERICAN BISON ASSOCIATION
Telephone: (303) 292-BUFF
P.O. Box 16660
Denver, Co. 80216

CANADIAN BISON ASSOCIATION
Telephone: (819) 563-5515
Dr. Bill Belch, President
411 Belveder Sud. Suite 1
Sherbrooke, Quebec J1H 4O7

NATIONAL BUFFALO ASSOCIATION
Telephone: (605) 223-2829
P.O. Box 580
Fort Pierre, South Dakota 57532

NEW ZEALAND DEER FARMERS ASSOCIATION
Telephone: (04) 725-092
David Hickman, Executive Director
4th Floor, Agriculture House
Johnston Street
P.O. Box 2678
Wellington, New Zealand

ONTARIO DEER FARMERS ASSOCIATION
Telephone: (519) 843-1259
Box 21
Fergus, Ontario N1M 2W7

5.1.2 British Columbia Fallow Deer Association

EXECUTIVE & DIRECTORS - 1991

BRITISH COLUMBIA FALLOW DEER ASSOCIATION
Telephone: 939-6577; Fax: 939-1100
Suite 208 - 508 Clarke Road
Coquitlam, B.C. V3J 3X2
Attention: Mary Lou Morris

GORDON PARKE (President)
Telephone: 453-2458; Fax: 453-2458
Box 159
Cache Creek, B.C. V0K 1H0

DUNCAN BARNETT (Past President)
Telephone: 350-3326, Fax: 350-3336
General Delivery
Douglas Lake, B.C. V0E 1S0

BRUCE BURTON (Vice-President)
Business: 224-4331
Residence: 856-4166 Fax: 224-0540
28481 Starr Road, R.R. #1
Mt. Lehman, B.C. V0X 1V0

KEN STEWART (Director)
Telephone: 463-2588 Fax: 463-2588
13192 - 216th Street
Maple Ridge, B.C. V2X 7E7

KEITH JACKSON (Director)
Business: 567-4725 Residence: 567-9405
Fax: 567-3911
Box 1762
Vanderhoof, B.C. V0J 3A0

PAUL WIGGLESWORTH (Director)
Residence: 689-7565 Fax: 689-7565
1803 - 1212 Howe Street
Vancouver, B.C. V6Z 2M9

ARTHUR BRUNEAU (Director)
Telephone: 724-0853
R.R. #1,
Site 143, C-10
Port Alberni, B.C. V9Y 7L5

5.1.3 B.C. Interior Bison Association

EXECUTIVE & DIRECTORS – 1991

MEL MATTHEWS (President)
Telephone: 672-9956
P.O. Box 197
Barriere, B.C. V0E 1E0

PATRICIA MATTHEWS (Secretary-Treasurer)
Telephone: 672-9956
P.O. Box 197
Barriere, B.C. V0E 1E0

BERNARD VERE (Vice-President)
Telephone:378-9932
P.O. Box 2206
Merritt, B.C. V0K 2B0

DR. GORDON LAPP (Director)
Telephone: 835-4664
P.O. BOx 73
Tappen, B.C. V0E 2X0

ALBERT WALTERS (Director)
Telephone: 593-4826
R.R.#1, Judson Road
Lone Butte, B.C.

5.1.4 Peace Country Bison Association

EXECUTIVE - 1991

ROSS CARLSON (President)
Telephone: 843-7782
General Delivery
Arras, B.C. V0C 1B0

BILL BICKFORD (Past President)
Telephone: 781-3507
Box 9
Cecil Lake, B.C. V0C 1G0

ED MIERZELSKI (Secretary)
Business: (403) 743-1658
Residence: (403) 790-5631
67 Alberta Drive
Fort McMurray, Alta T9H 1P7

KEN BOAKE (Treasurer)
Telephone: (403) 347-2156
50 Denovan Crescent
Red Deer, Alta T4R 1W2

DIRECTORS - 1991

DAN PATTEN
Business: (403) 532-9019
Residence: (403) 539-0153
Box 213
Bezanson, Alta T0H 0G0

MATT BOAKE
Telephone: (403) 353-2104
Bonanza, Alta T0H 0K0

FERN MERTENS
Telephone: 781-3505
Box 6822
Fort St. John, B.C. V1J 4J3

DAN PLUMB
Telephone: (403) 656-2198
Box 562
Smokey Lake, Alta T0A 3C0

BOB DODDS
Fort McMurray

BLAINE DICKSON
Beaverlodge

5.1.5 Peace Country Reindeer Association

EXECUTIVE - 1991

GARY SEWELL(President)
Telephone: 759-4542
R.R. #2
Dawson Creek, B.C. V1G 4E8

BILL FIELD (Vice-President)
Telephone: 780-2272
Box 122
Groundbirch, B.C. V0C 1T0

DAWN ABEL (Secretary-Treasurer)
Telephone: 780-2282
BOX 102
Groundbirch, B.C. V0C 1T0

PATSY NAGEL (Publicity)
Telephone: 786-5565
Box 38
Pouce Coupe, B.C. V0C 2C0

DIRECTORS - 1991

DON REID
Telephone: (403) 354-8962
Box 1358
Grande Prairie, Alta T8V 4Z1

BRUCE RUTLEY
College: 782-5251; Farm: 782-7409
Northern Lights College
11401-8th Street
Dawson Creek, B.C. V1G 4G2

BARRY CHRISTENSON
Telephone: 786-5895
Box 394
Pouce Coupe, B.C. V0C 2C0

NOLAN RISVOLD
Business: 782-3511; Residence: 782-9318
Box 2282
Dawson Creek, B.C. V1G 4L1

RODNEY ROBERTSON
Telephone: 843-7076
R.R. #1
Dawson Creek, B.C. V1G 4E7

5.1.6 Government

PROVINCIAL

MINISTRY OF AGRICULTURE, FISHERIES AND FOOD

GAME FARM DEPARTMENT

DAN IRELAND
Telephone: 356-1672
Game Farm Coordinator
Victoria

SHARON OLIVER
Telephone: 356-1677
Game Farm Operations Manager
Victoria

LESLIE MAY
Telephone: 356-6238
Game Farm Assistant/Secretary
Victoria

VACANT
Game Farm/Brand Inspector
Abbotsford

VACANT
Game Farm Specialist
Abbotsford

ANIMAL HEALTH CENTRE

DR. PETER HEWITT
Telephone: 854-4400
Chief Veterinarian
Animal Health Centre
Abbotsford

DR. RON LEWIS
Telephone: 854-4408
Assistant Chief Veterinarian
Animal Health Centre
Abbotsford

EXTENSION

ALLAN BLAIR
Telephone: 787-3240
Manager, Agriculture Programs
Peace River Region
Fort St. John

Ted Van der Gulik
Telephone: 852-5363
Senior Engineer
Abbotsford

ERICH SCHULZ
Telephone: 356-1684
Agriculture Technologist
Soils and Engineering
Victoria

MURRAY TENOVE
Telephone: 784-2228
Agriculture Engineer
Dawson Creek

LANCE BROWN
Telephone: 828-4552
Engineering Technologist
Kamloops

BILL WEISMILLER
Telephone: 795-8395
District Agriculturist
Chilliwack

GARY ROLSTON
Telephone: 334-1239
District Agriculturist
Courtenay

MIKE MALMBERG
Telephone: 426-1535
District Agriculturist
Cranbrook

BOB DRINKWATER
Telephone: 428-3255
District Agriculturist
Creston

JIM FORBES
Telephone: 784-2225
Livestock Agrologist
Dawson Creek

WAYNE HADDOW
Telephone: 746-1210
District Agriculturist
Duncan

TOM PITTMAN
Telephone: 787-3240
Livestock Agrologist
Fort St. John

JOHN PARSONS
Telephone: 498-6235
District Agriculturist
Oliver

KEN MCARA
Telephone: 565-6466
District Agriculturist
Prince George

BRIAN HARPER
Telephone: 832-1630
District Agriculturist
Salmon Arm

GRAEME JOHNSTONE
Telephone: 847-7246
District Agriculturist
Smithers

KEN AWMACK
Telephone: 567-6311
District Agriculturist
Vanderhoof

PETER FOFFONOFF
Telephone: 398-4500
District Agriculturist
Williams Lake

LAWRENCE HURD
Telephone: 852-5211
Farm Management Specialist
Abbotsford

HOWARD JOYNT
Telephone: 549-5580
Farm Management Analyst
Vernon

ROGER [illegible]EAY
Telephone: 828-4552
Farm Management Specialist
Kamloops

A.L.D.A.

NANCY MEADLEY
Telephone: 356-1654
(Agricultural Land Development Assistance Program)

BRAND INSPECTORS

BILL ZIRNHELT
Telephone: 828-4677
Provincial Supervisor, Kamloops

BARB CRELLIN
Telephone: 828-4677
Brands Clerk
Kamloops

NANCY PORTMAN
Telephone: 828-4677
Office Assistant
Kamloops

KOOTENAY AREA

Deputy Inspectors:

LUIGI ALFANO, Golden
Telephone: 344-6551

ERNEST DESROSIERS, Jaffray
Telephone: 429-3511

CHARLES M. MOON, Creston
Telephone: 428-7539

MICHELE MUSIL, Sparwood
Telephone: 425-0825

ROY SMITH, Creston
Telephone: 428-2444

DENIS TEGART, Radium Hot Springs
Telephone: 347-9796

JERRY THIBEAULT, Cranbrook
Telephone: 489-3765

KAMLOOPS-OKANAGAN AREA

Inspector:

STAN HAMPTON, Vernon
Telephone: 542-4408

Deputy Inspectors:

ART HARFMAN, Bridesville
Telephone: 446-2551

TREVOR JOLLEYS, Keremeos
Telephone: 499-2929

MIKE LATREMOUILLE, Merritt
Telephone: 378-2477

KEN NICHOLLS, Kelowna
Telephone: 764-4713

JIM PIPPOLO, Kamloops
Telephone: 372-7655

MIKE POLLARD, Cache Creek,
Telephone: 457-9302

TED VAYRO, Knutsford
Telephone: 374-4953

JIM WILLIAMSON, Lytton
Telephone: 455-2766

BOB YUNGMEYER, Kamloops
Telephone: 578-7980

CARIBOO AREA

Inspector:

FRED LONG, Williams Lake
Telephone: 398-4506

Deputy Inspectors:

LEN ABLITT, Williams Lake
Telephone: 989-4734

JON HERRICK, Williams Lake
Telephone: 392-3402

NEIL MORRISON, 100 Mile House
Telephone: 396-7342

BOB PRESTON, Quesnel
Telephone: 993-4369

HAROLD STARR, 150 Mile House
Telephone: 296-4493

CENTRAL INTERIOR AREA

Deputy Inspectors:

BUD GABRIELSON, Prince George
Telephone: 963-950

HAROLD KERR, Telkwa
Telephone: 846-5412

MIKE PALMER, Francois Lake
Telephone: 695-6654

WILBUR POND, Vanderhoof
Telephone: 567-4388

CLINTON F. WALL, Dunster
Telephone: 968-4391

FRED A. WALL, Dunster
Telephone: 968-4436

JON ZILER, Vanderhoof
Telephone: 690-7428

PEACE AREA

Inspector:

AL HOSKER, Charlie Lake
Telephone: 785-6825

Deputy Inspectors:

AL HOLLINGSHEAD, Dawson Creek
Telephone: 843-7298

SANDY SAUNDERSON, Charlie Lake
Telephone: 827-3435

NON-PRESCRIBED AREA (WEST OF CASCADE MOUNTAINS)

Game Farm/Brand Inspector - vacant

Deputy Inspectors:

DON DRUET, Hope
Telephone: 869-5020

ROBERT ST. ANDRASSY, Abbotsford
Telephone: 823-4996

MINISTRY OF ENVIRONMENT - WILDLIFE BRANCH

BARRY SAUNDERS
Telephone: 387-9795
Commercial Wildlife Specialist
Victoria

REGION 1 - VANCOUVER ISLAND

MIKE WHATELY
Telephone: 758-3951
Regional Manager

DENISE TURNER
Telephone: 758-3951
Enforcement Officer

REGION 2 - LOWER MAINLAND

BRUCE COX
Telephone: 584-8822
Regional Manager

BRUCE I. LEMKE
Telephone: 584-8822
Enforcement Officer

REGION 3 - SOUTHERN INTERIOR

STEVE WILLETT
Telephone: 374-9717
Regional Manager

GERRY PAULL
Telephone: 374-9717
Enforcement Officer

REGION 4 - KOOTENAY

RICK MORLEY
Telephone: 354-6350
Regional Manager

JIM B. HEYLAND
Telephone: 354-6345
Enforcement Officer

REGION 5 - NORTHERN INTERIOR

DAVE ZIRUL
Telephone: 565-6421
Regional Manager

DON WALKER
Telephone: 565-6420
Enforcement Officer

REGION 6 - SKEENA/SMITHERS

TOM CHAMBERLIN
Telephone: 847-7279
Regional Manager

AL BREITKREUTZ
Telephone: 847-7253
Enforcement Officer

MINISTRY OF HEALTH

LARRY COPELAND
Telephone: 660-5363
Manager, Milk and Meat
Safety Programs
Burnaby

FEDERAL

AGRICULTURE CANADA

Dr. Mike Martin
Telephone: 666-8900
Regional Director
Animal Health Programs
New Westminster

Dr. Don Olson
Telephone: 666-7500
Regional Veterinary Supervisor
New Westminster

Dr. Dennis Finnan
Telephone: 666-8854
Director, Meat Hygiene
New Westminster

Dr. Rod Livingstone
Telephone: 666-7042
Richmond

Dr. Phil Owen
Telephone: 854-2687
Abbotsford

Dr. John Froats
Telephone: 546-8700
Armstrong

Dr. Darrel Florence
Telephone: 489-3710
Cranbrook

Dr. Al Chambers
Telephone: 782-5682
Dawson Creek

Dr. David Ward
Telephone: 495-2737
Osoyoos

Dr. Dirk Felius
Telephone: 538-3544
Surrey

Dr. Ken Stepushyn
Telephone: 388-3618
Victoria

Dr. Colleen Long
Telephone: 392-4845
Williams Lake

5.2 Reference Materials

5.2.1 Bison

BOOKS:

Opportunities in Raising Buffalo
National Buffalo Association
$US3 or $US2 10 or more
(Booklet)
P.O. Box 580
Ft. Pierre, South Dakota 57532

Buffalo Management & Marketing
National Buffalo Association
$US22.95 (inch. S&H)
P.O. Box 580
Ft. Pierre, South Dakota 57532

Alias The Buffalo Dr.
$US11.95
The Buffalo Dr.
$US10.95
order via the NBA

Bison Breeder's Handbook
$12.00 (incl. S&H)
Canadian Bison Association
Box 264
Miami, Manitoba R0G 1H0
tel: (204) 435-2458

American Bison Association
$US10
Bison Breeder's Handbook
Stockyard Station
Box 16660
Denver, CO 80216
tel: (303) 292-2833

MAGAZINES:

Buffalo!
$US30.00
order via the NBA
back-copies $US5.25 each

World of Bison
$12.00 (incl. S&H)
Canadian Bison Association
Box 264 Miami, Manitoba R0G 1H0
tel: (204) 435-2458

The Canadian Game Farmer & Bison Journal
$20/year
Country View Services Ltd.
Box 151
Beechy, Saskatchewan S0L 0C0
tel: (306) 859-2050 fax: (306) 859-2024

5.2.2 Fallow Deer

BOOKS:

Deer Farming in North America
$US55.00
Josef von Kerckerinck

Modern Deer Farm Management
$NZ32.00

David Yerex & Ian Spiers
Progressive Fallow Farming
Ruakura Agriculture Centre NZ
P.L. Allen G.W. Asher

Red Deer - The Economic Valuation
Red Deer Research
P.O. Box 3827; Christchurch, NZ

Fallow Deer
Their History, Distribution & Biology
Donald & Norma Chapman
Terence Dalton Ltd., Great Britain
Lavenham, Suffolk 1979
ISBN 0 900963 50 6

MAGAZINES:

The Deer Farmer
$US100.00/year
NZDFA P.O. Box 2678
Wellington, N.Z.
tel: (04) 725-092

Deer Farming
Jessica Gould
Pantwgan Deer Farm
Llanarthney, Dyfed, Wales SA32 8NZ
tel: Dryslwgn (05594) 736

Deer Farming Magazine
Jessica Gould
Pantwgan Deer Farm
Llanarthney, Dyfed, Wales
SA32 8NZ

NEWSLETTERS:

**Stagline* N/C
comes with DF Magazine

NZ Fallow Deer Society
$US40.00 currently n/c
Ernie Hazelhurst
Rotorua Road
R.D. 2, Tirau, North Island, NZ

New Zealand Fallow Deer
Society Newsletter
Telephone: 0814-24-797
Ernie Hazelhurst
R.D. 2, Tirau, New Zealand

PUBLICATIONS:

AgLink
Publications Sales
Ministry of Agriculture and Fisheries, Private Bag
Wellington, NZ

PAPERS:

David W. Lewis N/C
"Fallow Deer Farming A Bioindustrial Alternative"
RR #4 Middleton, Anna Co.
Nova Scotia B0S 1P0
tel: (902) 825-3607

5.2.3 Reindeer

STUDIES:

Calista Corporation for State Department of Community and Regional Affairs, Alaska N/C
601 W.5th Ave. Suite 200
Anchorage, Alaska 99501-2225
tel: (907) 279-5516 fax: (907) 272-5060
Susan M. Gamach, P.R.

Reindeer Handbook N/C

5.2.4 General

BOOKS:

Focus on Industry
$23.00 (incl. S&H)
Alberta Game Growers Association
P.O. Box 3299
Spruce Grove, Alberta T7X 3A6
tel: (403) 962-6212

Parasitic Diseases of Wild Mammals
John Davis & Roy Anderson
Iowa State University, Aimes 1981

Infectious Diseases of Wild Mammals
John Davis & L. Karstaad and D.O. Trainer
Iowa State University, Aimes 1981

Management and Diseases of Deer
$L17.00 sterling
Dr. D. Buxton
Moredun Research Institute
408 Gilmerton Road Edinburgh
EH17 7JH Scotland, U.K.

MAGAZINES:

The Furrow N/C
John Deer Ltd.
P.O. Box 1000
Grimsby, Ontario L3M 4H5

Western Guidelines
Box 759 100 Mile House,
B.C. V0K 2E0

NOTES:

Game Farming Practice
Note for the Game Farming Industry
J.C. Haigh
University of Saskatchewan

Economic Potential of Domesticated Deer
Dr. R. M. Jordan
Extension Animal Scientist, Sheep
Department of Animal Science
Minnesota Extension Service
University of Minnesota
tel: (612) 624-6784

MISCELLANEOUS INFORMATION:

The Mammals of Canada
A.W.F. Banfield
National Museum of Natural Sciences
National Museums of Canada by
University of Toronto Press

Proceedings
Heart Bar Deer Farms $US75.00
c/o Claudette Peeler
711 Navarro, Suite 235
San Antonio, Texas 78205
tel: (512) 225-6571

Computer projection for Modeling Game Reproduction $US150.00
Game Ranching Starter Package
An overview of Commercial potential
Texas Dept.Ag. Manual
Exotic Game in Texas $US30.00
Game Ranching Inc.
P.O. Box 530
Ingram, Texas 78025
tel: 1-800-962-GAME

5.2.5 Videos

Waioneke Park

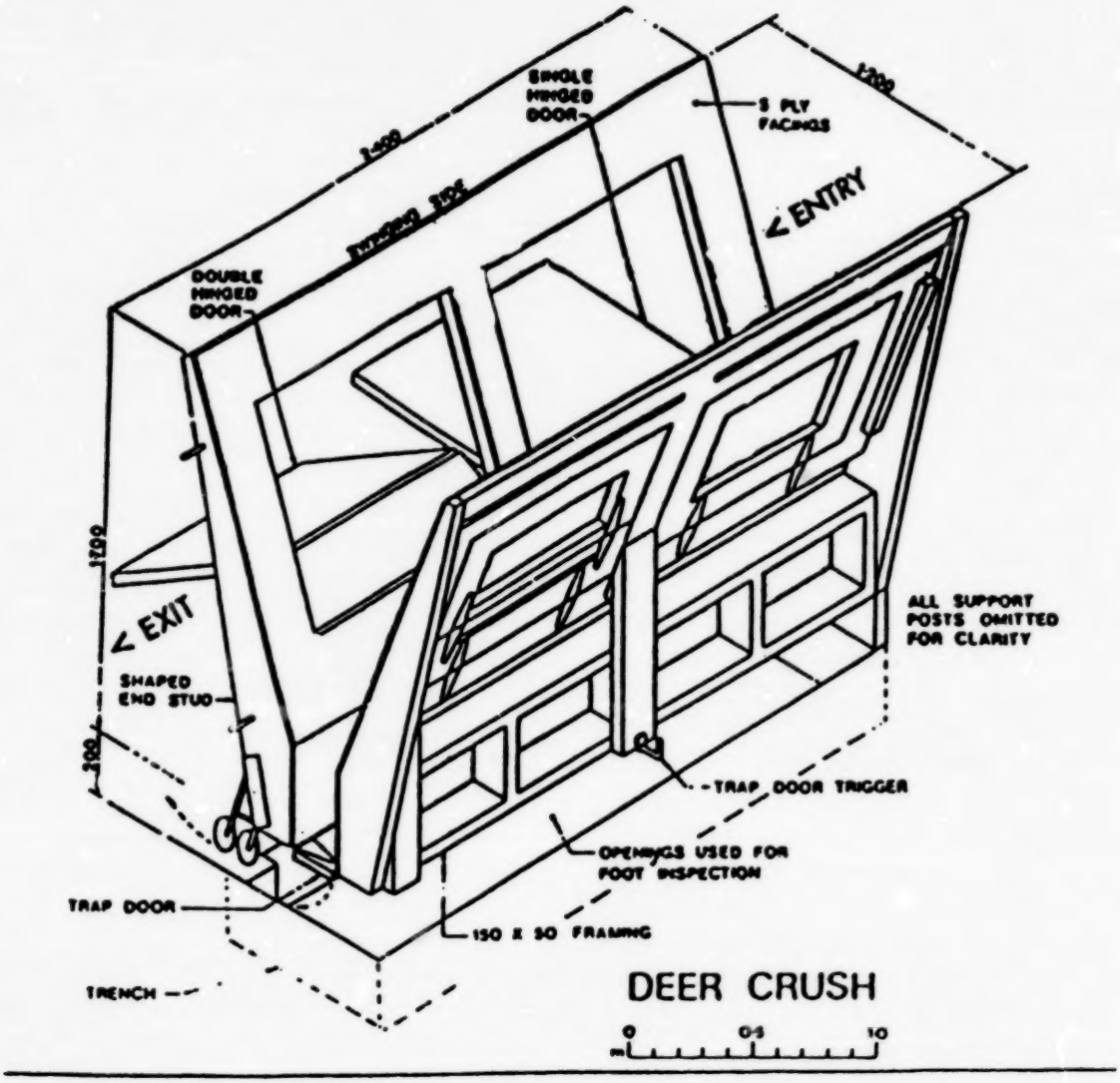
Deer Farming in North America
Josef von Kerckerinck

Canada's Reindeer

Agreport New Zealand
Deer Farming 30"

53 North
Game Farming in Prince George
13" (1989)

5.2.6 New Zealand Deer Squeeze



Manual home-built crush. (Refer Aglink FPP97).

GLOSSARY

"abattoir" means an establishment as defined in the Meat Inspection Act.

"adult" means any animal born prior to January 1 of the current year.

"bill of lading" means a prescribed form indicating movements and transfer of ownership of game.

"B.C. Game Farm Procedures Manual" means the B.C. Ministry of Agriculture, Fisheries and Food policy manual pursuant to game farming.

"B.C.M.A.F.F."or "M.A.F.F." means the Ministry of Agriculture, Fisheries and Food.

"cervid" means any member of the family Cervidae including reindeer and fallow deer.

"chute" means an alley where animals can be driven in one direction, preferably no wider than one animal width.

"consequential amendments" means the amendments to provincial legislation affected by the Game Farm Act.

"conservation officer" means a conservation officer under the Wildlife Act.

"contiguous" means land adjacent to and touching at the boundaries.

"coordinator" means the Game Farm Coordinator of the Ministry of Agriculture, Fisheries and Food.

"custom kill" means the slaughter of game at an authorized abattoir for the licensee's own distribution.

"exhibiting" means the act of displaying game at farm or trade fairs for public awareness.

"farm identification number"(F.I.D.) means the permanent number assigned to a licensee. The F.I.D. does not change annually as does the annual licence.

"farm slaughter" means the humane slaughter of a licensed game farmer's game on his own premises for his own consumption.

"form 3" means the prescribed form necessary for the movement of game regulated by the Livestock Brand Act.

"game farming" means husbandry of game farm animals on property as authorized by the Game Farm Act.

"game ranching" means privately owned game farm animals free ranging on Crown land for commercial purposes.

"humane" means without undue pain and suffering.

"inspector" means an authorized agent of the Ministry of Agriculture, Fisheries and Food and Ministry of Environment.

"legal" fence means any fence as defined in the Trespass Act and Regulations.

"livestock dealer" means any person who, directly or as an agent, buys or sells livestock or has livestock in his possession for sale but does not include a person who resides in the province and who transacts business that arises directly from his ranching or farming operation.

"location" means a contiguous property specified by legal description on the Game Farm Licence Application form.

"meat inspection area" means area(s) where mandatory meat inspection is required and regulated by the Meat Inspection Act.

"M.O.E." means the Ministry of Environment.

"offset" means staples inserted on an angle and alternated to prevent splitting the post.

"process" means to slaughter live game and convert the carcass into wholesale or retail products.

"quarantine" means the enforced isolation of game farm animals for a fixed period determined by the Chief Veterinarian for purposes of disease control.

"site inspection" means a game farm inspection carried out by an authorized agent of the Ministry of Agriculture, Fisheries and Food for the purpose of ensuring compliance with the Game Farm Act.

"slaughterhouse or abattoir" means the facility or premises for slaughtering game as defined in the Health Act and Slaughter House Regulation and the Livestock Brand Act.

"S.P.C.A." means the Society for the Prevention of Cruelty to Animals.

"stocking density" means the number of adult cervids occupying a prescribed property.

BIBLIOGRAPHY

GOVERNMENT

ALBERTA

Wildlife Act and Captive Wildlife Regulations

Bill 31

Livestock Industry Diversification Act
Queen's Printer for Alberta,
c/o Publications Services
11510 Kingsway Avenue,
Edmonton, Alberta T5G 2Y5

SASKATCHEWAN

Animal Products Act and Game Farming and Game Products Merchandising Regulation, 1989
Department of Agriculture and Food
Walter Scott Building,
Regina, Saskatchewan S4S 0B1

NEW ZEALAND

New Zealand Deer Farmers Association Code of Ethics
New Zealand Deer Farmers Association
4th Floor, Agriculture House, Johnston Street,
P.O. Box 2678
Wellington, New Zealand

UNITED KINGDOM

Deer Act

Animal Health Act

Agriculture Act

Welfare of Livestock Regulations
c/o British Deer Farmers Association,
Holly Lodge, Spencers Lane, Berkswell,
Coventry, United Kingdom CV7 7BZ

UNITED STATES

National Deer Farmers Association Code of Ethics
c/o 216 Highway 27 West,
Ingram, Texas 78025 United States

NOVA SCOTIA

Wildlife Act
Department of Lands and Forests,
1701 Hollis Street
P.O. Box 698, Halifax, Nova Scotia B3J 2T9

YUKON

Department of Renewable Resources Wildlife policy
Department of Renewable Resources,
Yukon Territorial Government P.O. Box 2703,
Whitehorse, Yukon Territory V1A 2C6

BRITISH COLUMBIA

Wildlife Act and Regulations

Protocol Agreement - Ministry of Environment and Ministry of Agriculture, Fisheries and Food

Game Farm Act, July 1990

Livestock Brands Act

Animal Disease Control Act

Livestock Act

Agricultural Produce Grading Act

Livestock Public Sale Act

Fisheries Act and Aquaculture Regulations

Meat Inspection Act

Offence Act

Queen's Printer for British Columbia,
Government Management Services,
563 Superior Street, Victoria,
British Columbia V8V 4R6

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Review of Wildlife Disease Status in Game Animals in North America
Saskatchewan Agriculture
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Walter Street Building
Regina, Saskatchewan S4S 0B1

Alaskan Wildlife Diseases
Institute of Arctic Biology
University of Alaska
Fairbanks, Alaska 99701 United States

Deer Farming
British Deer Farmers Association
c/o Ame Dymond, Holly Lodge
Spencers Lane, Berkswell
Coventry, United Kingdom CV7 7BZ

Management and Diseases of Deer
Veterinary Deer Society, c/o British Veterinary Association
7 Mansfield Street,
London, England WIM 0AT

Game Farming Practice (publication)
University of Saskatchewan,
Saskatoon, Saskatchewan

The Merck Veterinary Manual
Merck & Co., Inc., Rahway,
New Jersey, United States

MISCELLANEOUS REFERENCES ON FALLOW DEER

New Zealand Fallow Deer Society
c/o Ken Swainson, Secretary/Treasurer
R.D.9.,
Fielding, New Zealand

MISCELLANEOUS REFERENCES ON DEER FARMING

The Deer Farmer
New Zealand Deer Farmers Association
4th Floor, Agriculture House
Johnston Street, P.O. Box 2678
Wellington, New Zealand

MISCELLANEOUS REFERENCES ON BISON

Canadian Game Farmer & Canadian Bison Journal
Country View Services Ltd.
Box 151, Beechy, Saskatchewan S0L 0C0

American Bison Breeder's Association Handbook
Stockyard Station, Box 16660
Denver, Colorado 80216 United States

MISCELLANEOUS REFERENCES ON REINDEER

Reindeer Health Aide Manual

Reindeer Husbandry

Reindeer Husbandry and Its Ecological Principles

First International Reindeer and Cariboo Symposium
Institute of Arctic Biology,
University of Alaska
Fairbanks, Alaska 99701 United States

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